Changes made to GEGL Effects Continual Edition

GEGL Effects the layer effects plugin for Gimp debuted May 11th 2022 and it has come a long way since its day one debut. Here is a list of changes over time.

Late May 2022-Early June 2022 : GEGL Effects received an Inner Glow and image file overlay update. Sometime shortly before or after it got a Gradient overlay mode.

Early Mid September 2022 : A bunch of hidden operations for GEGL Effects were merged into correct node connections but gegl:bevel and gegl:innerglow remained as stand alone operations that still need to be part of GEGL Effects.

September 23rd 2022 : GEGL Effects got blend mode switchers for its bevel, inner glow and gradient and its GUI was reorganized into parts.

October 30 2022 : GEGL Effects and many other GEGL plugins of Beaver's had trivial error fixes that only appear when Gimp's error detection settings are set to high.

November 27 2022 : GEGL Effects Inner Glow got an update that solved a day one border glitch bug.

March 26-29 2023 : GEGL Effects Continual Edition (distinct from default) was launched. With the sole purpose to make the greatest layer effects engine to compete with Adobe. Changes are now precisely documented by Beaver. GEGL Effects was given a bevel switch on its outline, and the ability to upload an image file overlay to its outline. The outline image was also given a hue rotation option. This happened by adding a new hidden operation "zzstrokebevelimage"

March 30 2023 : Outline now has a checkbox to fix a visual bug in which outlines even when at 0% opacity display the color selected faintly around their edge pixels. GEGL Effects had also had major node rearrangements resolving an error with GEGL:bevel's node placement. Now GEGL:Bevel can blend mode new blend modes like "color dodge, and hard light" before it just had multiply and grain merge. GEGL Effects Bevel was given many new blend mode options that day.

March 31st 2023 : A crash fix for continual edition happened. All gegl:opacity's except inner glow's are value locked at "0-0.999" and do not reach 1. For some reason one triggers a crash that only occasionally happens. The crash has not happened since All 1's were replaced with 0.999. The recently added Bevel Outline was also given blend modes that day so it could switch between all of Bevel's blend modes. The shadow/glow slider's range was also limited in the GUI.

April 3rd -4th 2023 :
GEGL nodes were rearranged so Gradient will always be on top of color overlay when the checkbox is enabled. GEGL Bevel is disabled by default via a GEGL only blend mode that hides it. Before this GEGL Bevel would be running at 1% opacity no matter what on any image. It was not noticeable to the human eye however. GEGL Bevel when enabled automatically selects a fine preset. This is the first public release of continual edition that went on Github. But the first version of GEGL Effects on Github was once again May 11 2022.

April 5th 2023 : GEGL Bevel got an emboss mode. This is only stand alone and it doesn't work in GEGL Effects.

May 12 2023: One year anniversary update – changes made.

1. New "Miscelleanous Text Styles" Tab added **2.** GEGL Effect's Bevel now has an opacity meter. This makes blend modes like Color Dodge far more useful. **3.** GEGL Effects Thin to Bold Font resizing with median blur inside GEGL Effects. It is labelled "thin to thick". **4.** GEGL Effects calls gegl:sinus to shine text. Unfortunately this still requires a new hidden operation gegl:shiny-text. **5.** GEGL Effects now has the ability to knock out text or make text semi translucent by calling Gimp's split blend mode. No presets have broke (YET). Some Filter sliders were set to move faster

May 15 2023:
Lightness Slider only goes up to (-50 50) before it went up to (-100 100) and was overtly bright. Shadow's Radius Slider's GUI view ends at 90 though it can go beyond that.Sliders have been renamed to be user friendly. In Example X is renamed to Horizontal and Y is renamed to Vertical. Outline Grow Radius is renamed to Outline Size. This user friendly naming should help novices

May 16 2023:

Drop Shadow Glow has an Image File Overlay mode and ability to blur it. zzstrokebevelimage was heavily modified to make it very similar to GEGL's DropShadow.C from internally to save a visual bug. Basically Beaver rewrote gegl:dropshadow from basic operations just to solve a one pixel outline visual glitch. The XY Slider in Stroke was determined to be best at -15-15 to prevent undesirable effects. Earlier in the day it was moved to (-100 100) before quickly reverting.

May 17 2023:

Default Bevel and the Outline Bevel has an opacity slider. Beaver noted that GEGL Blend modes ignore opacity sliders where as `Gimp:layer-mode layer-mode=` blend modes do not. They converted some GEGL blend modes to Gimp only blend modes. The Outline Bevel was given an opacity slider. Later that day zzstrokebevelimage has been modified so shadow glow can have a aura mode via gegl:cubism, GEGL Effects now has an Aura mode checkbox in "Special Options for Outline and Shadow Glow". Without Drop Shadow Glow's default blur it will literally just be a cubism. GEGL Effects shiny text mode has two new blend modes. Multiply and Alt Grain Merge. The Replace blend mode was replaced with Multiply. Multiply does not look good on default but it is kept there because it only intefers with one color white.

May 28 2023:

GEGL Effects got an Extra Outline Tab. That Extra Outline Tab also has bevel and image file overlay when its special effects are enabled. The Extra Outline was intentionally positioned in a odd place in the GEGL graph so it could make a sticker effect. The sticker effect is made when the default outline is made to look like a shadow and the extra outline is applied below it. The default outline was also given a larger blur radius that is not seen in the slider's max setting but can be accessed by continuing to slide the slider past its max range or manually inputting a number higher then 3.

May 29 2023:

GEGL Effects Image file overlay has a blend mode switcher. Its blend mode switcher does not have a disable feature because sliding image file opacity's opacity to zero or re-entering nothing in the image upload box hides the image file. The image file overlay only applies to images on Gimp's canvas. It doesn't blend with anything else. GEGL Effects was given experimental blend mode switchers for color overlay. The XY sliders in "color fill, outline and shadow" moved

May 30 2023 :

Bevel's radius was given a max range of thirty instead of twenty. In a undocumented update from a few weeks ago it went from fourteen to twenty Color Overlay was reworked with new nodes so it can change blend modes and all blend modes could lower opacity with the - right click on color fill and then slide down the A slider, option.

May 31st 2023 :

GEGL Bevel was updated so it works on black text. It now has a new slider to run on black text. This is also included in GEGL Effects. Later that day GEGL Bevel was modified to make this update work proper without causing new problems and thus a new slider was added to GEGL:Bevel. "slide up for black text". This was also added to GEGL Effects. It appears GEGL Effects latest version still works with really old versions of gegl:bevel and gegl:innerglow but the newer sliders obviously won't work.