

I made this document/post to state that I was wrong about one thing in my original post on GimpChat and Discord about GEGL Name Spaces and the python plugin (gegl command.py) The **lb:** namespaces always worked with it. It was just my ignorance on why many of my filters were not working with it. So I was partially wrong. Right about **gimp:** name spaces not working, but wrong about any other custom namespace like **lb:** or **boy**, as they clearly work now. Very few of my plugins work with (gegl command.py) and that is ok because now I understand why.

WHITE LIST OF MY GEGL FILTERS THAT WORK WITH GEGL COMMAND.py

*Fixed means it was working only because it was updated November 14 2023+, and if you have a version earlier it will not work

*converted to lb: means that as of Nov 14 2023+ this plugin now uses the (lb:) namespace instead of (gegl:). By the release of Gimp 3 all plugins of mine will use the (lb:) name space.

Fixed to work with gegl command.py

lb:clouds

gegl:starfield (DOES NOT USE LB UNTIL GIMP 3)

lb:antique

lb:align

lb:polygons

lb:bokeh

lb:electricity (now uses lb:)

lb:aura (now uses lb:)

lb:pencil (now uses lb)

gegl:edge-extract (DOES NOT USE LB UNTIL GIMP 3)

lb:video-degradation-mod

lb:innerglow

Always worked with gegl command.py

gegl:long-shadow-pd (always worked – DOES NOT USE LB UNTIL GIMP 3)

lb:action-lines (now uses lb:)

lb:colorizeluminance

lb:fog (now uses lb:)

lb:neon-border (now uses lb:)

lb:sand-text (now uses lb:)

lb:starburst (now uses lb:)

lb:doubleglow (now uses lb:)

lb:shadow

21 of 70 plugins of mine work with gegl command.py. The rest don't because they use gimp: only commands and possibly have errors like the ones I fixed.

NEW PLUGINS THAT I MADE SPECIFICALLY FOR GEGL COMMAND PYTHON SCRIPTING.

These three plugins are forks of `gegl:custom-bevel` and `lb:glossy-balloon` and `gegl:metallic` that are 100% GEGL without any (`gimp:`) namespace operations. So they can be scripted. They are hidden from Gimp's GUI and will not show up anywhere accept python plugins and the procedural browser area if they are added to python `gegl command.py`

`lb:script-glossy-balloon`

`lb:script-custom-bevel`

`lb:script-metallic`

This now means that 24 of 70 plugins of mine now work with `gegl command.py` but remember the last three only work because I made forks of them as opposed to using the original version. In the near future I may convert more to GEGL and this list will update.