.so is for Linux and .dll is for Windows

All GEGL Plugins Go in a special directory. They do not work in the normal directory.
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Windows
C:\Users\(USERNAME)\AppData\Local\gegl-0.4\plug-ins

 Linux
 /home/(USERNAME)/.local/share/gegl-0.4/plug-ins

 Linux (Flatpak includes Chromebook)
 /home/(USERNAME)/.var/app/org.gimp.GIMP/data/gegl-0.4/plug-ins

Windows users may need to create a `plug-ins` folder.

Overwrite all existing binaries if you have earlier versions of my GEGL Effects CE plugin.
Only the classic GEGL Effects can co-exist with CE not other versions of CE.

Then Restart Gimp and go to GEGL Operations and Select "GEGL Effects Continual
Edition"

Do NOT put any other file type in /gegl-0.4/plug-ins except .dll and .so depending on
your OS, or Gimp will not start.