

GEGL Sphere depends on my GEGL Inner Glow plugin (lb:innerglow). Which can be downloaded using this link or in this repo with innerglow.dll/.so

[Releases · LinuxBeaver/GEGL-Effects---Layer-Effects-in-Gimp-using-GEGL](#)

Both Inner Glow's are the same thing and you only need one. But recently lb:innerglow and lb:bevel; the dependencies of my GEGL Layer Effect's engine namespace changed, as they were previously called gegl:bevel and gegl:innerglow. Now they dropped gegl: for lb:. If you have an old version of GEGL Effects (before late may 2023) it will not work with this newer lb:innerglow. It is recommended you update GEGL Effects to the latest version and get this binary that way. I'm saying this because I don't want to have to worry about people complaining that GEGL Effects broke.

If you use this inner glow binary and have my GEGL Effects plugin there is a chance GEGL Effects will break until you update it to the latest version.

If you don't understand this just install the plugin and later test GEGL Effects's Inner Glow ability. If GEGL Effects Inner Glow does nothing that means it broke. You can easily fix it just by going to GEGL Effects Github and updating to the latest version of GEGL Effects..