

Duplicates plugins that are exactly the same are listed with the name "duplicate" or "_D" in their folder title.

ie "duplicate_compile_bevel_here" or "custom_bevel_D"

lb:bevel has many duplicates in particular because many plugins depend on it. You only need one lb:bevel binary in your plugins directory and all the plugins that need it will call it. Having multiply copies of a plugin dll or so file won't cause any issue, but GEGL will choose the oldest dated binary as the default. So if an update happens and you have multiple bevel.dll's then you will default to a previous version.

All plugin duplicates here are the same version.