

If you do not have “GEGl Effects EXPERIMENTAL branch” this document can be ignored.

If you use GEGl Effects Experimental Branch you should already have all but three binaries needed. Which means you should **not** use the pre-built binaries I provided and just download said three binaries from Github. Linked below.

<https://github.com/LinuxBeaver/GEGl-SSG-Stroke-Shadow-Glow-/releases/>

<https://github.com/LinuxBeaver/GEGl-Aura-/releases>

<https://github.com/LinuxBeaver/GEGl-Drop-Shadow-on-seperate-layer/releases>

If you are careful you can take the binaries “**outerglow**” “**ssg**” and “**layershadow**” and ignore everything else that you already have.

Remember, you are ignoring the other binaries to avoid downgrading to an earlier version of GEGl Effects. If you choose to overwrite all binaries you will downgrade from the August 20<sup>th</sup>+ GEGl Effects to August 1<sup>st</sup> stable build.