

In recent GEGL releases there is an underdocumented commandline one-liner shorthand to avoid creating XML documents:

For instance:

```
gegl input.jpg -o output.png -- c2g radius=1300 samples=4 iterations=23 vignette  
      ^ SPACE
```

will apply the c2g operation with the following parameters, followed by the vignette filter with default parameters.

To make this apply to multiple images one could for instance do:

```
mkdir /tmp/out ; for a in *.jpg; do echo $a; gegl $a -o /tmp/out/$a.png -- gegl:c2g radius=1300  
samples=4 iterations=90 ; done
```

GEGL will complain if you specify properties not valid for a given operation and print the existing properties that can be assigned. If the gegl: prefix is avoided on an operation gegl tries with gegl: pre-pended.

Operations available for a given installation of GEGL varies, depending on the version installed; which dependencies were available when it was built, as well as which third party operations have been built and added.

On a given system - on the commandline issuing `$ gegl --list-all #` will give you a list of all properties, and `$ gegl --properties gegl:ff-load #` will show the properties and documentation for the ff-load operation on a given system.

These mechanisms are included both for automatic generation of user interfaces for each operation - like it is used in GIMP-2.9

- as well as more modern tag / search based interfaces similar to the example provided on [gegl.org](http://gegl.org).

I have updated the .json database used for the online version with a copy from my local system - note

that the whole website is generated in the GEGL docs folder as part of building GEGL.

There are few windows users/developers as well as mac users/developers of GIMP. Most actual development and testing of GIMP by developers happens on Linux and this is the platform with the least amount of surprises, traditionally the GIMP project only used to release source code tarballs and it was up to operators of the software, or their own platform/distributions packagers to provide binary builds. A couple of volunteers with limited time; but expertise in building and debugging GTK and related applications on windows and macos are now providing binaries - when they find time. There is no company, corporation or management behind GIMP - and official binaries will appear when volunteers with diminishing spare time find the time to build, test and provide them - possible even 2.10.2 with a few extra fixes rather than straight up 2.10.0 now that it has been more than a week.

With kind regards, pippin maintainer of GEGL Øyvind Kolås