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Today's Update - 30th December

Developer Environments with Holochain Beta RC



We've been working hard on the developer tooling for Holochain to get all the relevant libraries and developer environments running smoothly and updated to the latest beta release candidate.

Though there were a lot of changes in the release candidate, the tool chain for developing Holochain applications is mostly working. That said, the team is still making changes to many of the downstream components that devs need to get started easily. We're getting the right feedback from the developers in the ecosystem who are testing things out with us - and this is exactly what is needed to have a solid beta release next month.

What is so right now:

- Holochain can be installed and used by devs on linux. (The Mac and windows with WSL environments are still being tested.)
- The scaffolding tool can be used to quickly create hApps that work.
- Devs can compile and run their hApps in a local test mode.

Final testing of the Launcher, which allows developers to deploy their hApps for end users, is still in process and so far, internal testing shows much improved performance over the last version. Watch for updates on that, and also for details about the expanded capacities of the Scaffolding Tool and Launcher, next week.

ABOUT HOLO

Holo is a distributed cloud hosting marketplace for peer-to-peer apps built on Holochain. We're helping to build a better Web.

Holo is to cloud hosting what Airbnb was to hotels—anyone can become a host by turning their computer into a source of revenue, getting paid in HoloFuel for hosting peer-to-peer applications to the legacy web. By hosting P2P apps, you support a web that empowers your peers and communities.



Holo