

# Today's Update

## Holochain Beta Release Sequence



Since our last post here, all of the developer tooling for the Holochain Beta Release Candidate have been updated to the 0.1.0-beta-rc.2 release. What this means is that multiple relevant libraries and developer environments necessary to easily get started developing Holochain apps are now functioning with the Release Candidate. Thanks to all those folks in the ecosystem for your feedback that helped align the rc release with dev needs.

Release candidates are a standard practice for open source projects and they allow the dev team to learn as quickly as possible about not just the software but all the intricacies of the release itself. And now we have. For the Holochain Beta 0.1.0 release, there will be a three step sequence over the course of a multiple days that includes:

1. Additional Release Candidate(s)—this week
2. Holochain Beta 0.1.0 official release—next week
3. Holochain Developer Tooling—early February

We'll share details as well as dates about these in multiple ways over the next several weeks including in blog posts, social media, etc. Watch for the Dev Pulse later this week if you want to follow along with all the technical details. What can be done now with the Release Candidate:

- Holochain can be installed and used by devs on linux. (Both mac and windows/WSL are in testing.)
- The Scaffolding Tool can be used to quickly create hApps that work.
- Devs can compile and run their hApps in a local test mode.

The Launcher is currently working on 0.1.0-beta-rc.2 but is still being tested internally.

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#### 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.

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Holo