

DuPSUG 11 – New Year Edition



Schedule

- 1730-1830 | Tools4Ever | Walk-in and Pizzas
- 1830-1900 | Jaap Brasser | Implementing Chat Automation with PowerShell
- 1900-1945 | Sander Stad | Simplifying Log Shipping using dbatools
- 1945-2000 | Break
- 2000-2045 | Tjeerd Seinen | Applying PowerShell in an IAM platform

PowerShell 6.0 Released

PowerShell Core 6.0: Generally Available (GA) and Supported!



January 10, 2018 by Joey Aiello [MSFT] // 3 Comments

 Share 516

 599

 1118

PowerShell Core 6.0 is a new edition of PowerShell that is cross-platform (Windows, macOS, and Linux), open-source, and built for heterogeneous environments and the hybrid cloud.


First and foremost, thank you to all of our amazing community, especially our open-source contributors (the most recent of which you can find on our community dashboard at <https://aka.ms/PSGitHubBI>) for donating your time and energy to PowerShell Core. Whether you contributed code, tests, documentation, issues, or even just your feedback and opinions, we are extremely grateful for the sweat and tears that you've invested in PowerShell. (For those interested in contributing, hop and over to our [Contribution Guide](#) on GitHub. You don't have to be a guru to help out!)

DSC Changes

Desired State Configuration (DSC) Planning Update – January 2018



January 26, 2018 by [Michael Greene](#) // [2 Comments](#)

 Share 36

 157

 74

In September 2017 we communicated some of our plans for PowerShell Desired State Configuration (DSC). Over the past few months, we have been executing on these plans and collecting feedback from customers and partners. The intent of this blog is to provide an update on the plans we shared back in September. I will have additional posts in the near future to discuss updates for Azure DSC Extension and Windows Pull Server.

Specifically:

- What is the relationship between the next version of DSC and PowerShell Core?
- Will DSC be Open Source?
- What does this mean for my skillset and my existing projects?