

Just when you thought you couldn't wait any longer, we are excited to announce the release Alpha 0.1.0 Scout. Why the slight delay you may be asking yourself? Well, we've had an aggressive roadmap over the last 5 months.

We've been making a lot of progress on our distributed ecosystem: [30,000+ ETH](#) in our Initial Community Offering (ICO), [\\$1,037,785](#) in IGG funding, [hundreds of commits in GitHub](#) in the last month alone, all while hosting 10 Hackathons, and 3 dozen [Meetups](#), in 23 countries on 4 continents, and [we're Hiring!](#)



# H O L O C H A I N



## Alpha 0.1.0 "Scout" - Release Announcement

While we have made some giant leaps towards realizing our ecosystem's potential, some tough decisions were made that took time away from the development of this release. Specifically, because of the importance of the longer term support for our ICO token, our ERC20 (HOT) smart contract was written in-house by one of Holochain's core developers.

The decision to divert time has definitely been worth it, but it also meant we made much less progress than we would've liked to on Holochain. Now that we have fundraising out of the way, we can turn our core focus back to the fun part: building things.

### What is in the Holochain Alpha 0.1.0 Scout release?

Alpha 0.1.0 Scout will be [our final major Go release](#), although we will support minor bug fixes moving forward, we look continuing work on the Rust refactor that we started in March. Here's a brief overview of what's new in the release, for more info [see the GitHub release notes](#).

#### Core Architecture & Features

- Experimental implementation of new DHT world-model
- Header system type
- Benchmarking in testing framework
- Replacement strings for clones and roles in scenario testing

#### API Enhancements

- Bundling
- Ability to return reason for validation fail

#### Command Line Changes

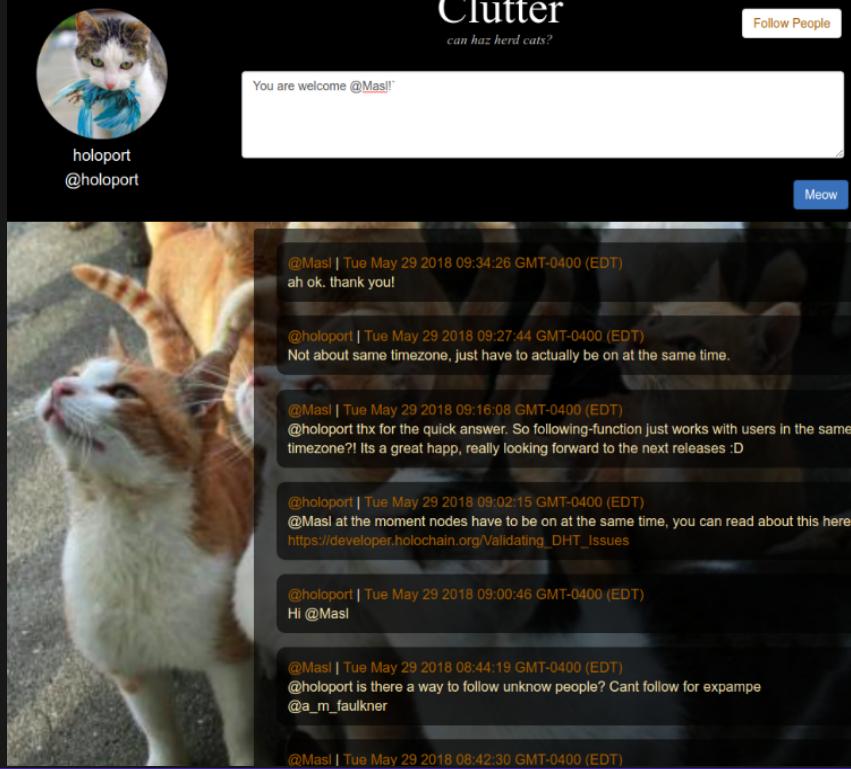
- Dumping of DHT and Chain as JSON and dot
- hcdev init produces cleaner template
- Updated upnp and mdns defaults
- Upgraded hcdev bridging (multiple bridges via bridge\_spec file)

Although Clutter lives [in its own repository](#) we will continue including a copy in the Holochain release builds.

With this release Clutter shows some major changes:

- UI was rebuilt in React
- Global user directory
- Follow other users by selecting from list (no need to share handle offline)

Try it Meow!



## A fond farewell to Go. What's next for Holochain?

The next big goal on the Holochain roadmap is to get the Rust Refactor ([estimated release Q3 2018](#)) in beta, with a goal to get core API changes released before Dev Training Camps later this year. We will also continue using a ADR-based transparent architecture governance decision system for our Rust refactor, which [you can track here](#) as we move through the process of development.

So why Rust? Well, we were considering rebuilding Holochain in JavaScript in order to better enable browser support. We did a lot of research into WebAssembly earlier this year, and as of November of last year [all major browsers support it](#). A lot of work in the blockchain world is also jumping on the WebAssembly train, and there's some very interesting use cases outside of blockchain as well such as support for the [Unity Engine](#).

So far there are [only a few languages](#) which can compile to WebAssembly that we were interested in: C, C++, Rust, and JavaScript. Building Holochain in Rust means we can use the same code for running canonical native Holochain nodes, and for the modules that run natively in the browser. This is a very important and powerful mechanism for adoption.

Looking deeper into WebAssembly, we are also interested in using it for the virtual machines for Holochain applications, specifically using the [Wasm interpreter in Rust](#) from the good folks at [Parity](#). We could also do things in C or C++, but we have a good feeling about Rust, and it is something our developers themselves are interested in learning and working with.

How can you get involved?

Become that annoying blockchain friend, but with Holochain. You will sound so smart.

Developers: [Docs](#) + [Chat](#) — Fork you very much!  
Twitter: [@H\\_O\\_L\\_O](#) + [@holochain](#) — Holo @ us!  
Medium: [Holo](#) + [Holochain](#) — Read our blogs!  
Chat: [Mattemost](#) + [Telegram](#) — Send us a message!  
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WE'RE HIRING!