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Go Newsletter

Issue 90 — December 31, 2015

FEATURED

Go 1.6 Beta 1 Released NEWS

Still early days for 1.6, but you can now begin to play. The [draft release notes](#) cover the key changes.

CHRIS BROADFOOT

Glow: Map Reduce for Golang TUTORIAL

Glow is aiming to be a simple and scalable map reduce system, all in pure Go. This extensive tutorial demonstrates how it can be used.

CHRIS LU

Redis Performance Dashboard and Autoscaling from RedisGreen

Ever wonder what your Redis server was actually doing? Find out with RedisGreen's dashboard and monitoring tools.

REDISGREEN SPONSORED



GoshawkDB 0.1 Released: A Distributed Object Store TOOLS NEWS

GoshawkDB is a distributed, transactional fault tolerant object store written in, and for, Go.

MATTHEW SACKMAN

Please Test Go's HTTP/2 Support

Brad Fitzpatrick of the Go core team is encouraging you to test the HTTP/2 support in Go tip (what will become Go 1.6).

BRAD FITZPATRICK

Automi: Stream Processing Over Go Channels

Automi abstracts the details of using Go channels to create pipelined and staged processes.

VLADIMIR VIVIEN

IN BRIEF

FOSDEM 2016's Go Devroom Schedule NEWS

FOSDEM

Say goodbye to the job application black hole.

Indeed Prime is an elite new program from Indeed.com that presents in-demand tech talent like you to top employers. Indeed Prime opens the door to exciting career opportunities with one simple application. Join today.

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Understanding and Using the 'vendor' Folder TUTORIAL

DANIEL THEOPHANES

Generic Event Emitter/Dispatcher in Go TUTORIAL

MACIEJ MONSKOWSKI

Migrating from Pelican to Hugo (the Go Static Site Generator) TUTORIAL

SALAR RAHMANIAN

Go Concurrency Versus C and Pthreads TUTORIAL OPINION

DENIS PAPATHANASIOU

Three Reasons We'll Be Writing More Go in 2016 OPINION

NICK COX

Abusing text/template for Data Transformation VIDEO

This lightning talk (4 minutes!) introduces the idea of using the standard Go template syntax for arbitrary data manipulation.

ARNAUD PORTERIE

2D Game Libraries for Go TOOLS

GREGORY ROSEBERRY

Application Kill Switch: A General Purpose Kill Switch in Go TOOLS CODE

BJØRN ERIK PEDERSEN

Writing A Reddit Bot with Go and OAuth2 CODE

CURTIS BRANDT

Dingo: A Distributed, Extensible Task/Job Queue Framework CODE

MISSION.LIAO

Buford: Go 1.6 HTTP/2 Provider for Apple Push Notification Service CODE

NATHAN YOUNGMAN

Bench: A Generic Latency Benchmarking Library CODE

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