

## News

### Rodrigo B. de Oliveira posted on Oct 19, 2012 Documentation is being moved to github wiki

Thanks to the effort of a few brave contributors the documentation is being moved to [the github wiki](#) where we can have more control over it and also make it easier for other contributors to help.

Be sure to [check it out!](#)

## 3 Comments

### Rodrigo B. de Oliveira posted on Jan 21, 2011 Boo 0.9.4 is here

It's been a long year since the last release but the wait is finally over: Boo 0.9.4 is here!

It's a release packed full of features, improvements and bug fixes:

- **~4x shorter compilation times**
- support for partial interfaces (<http://goo.gl/k5f16>) and enums (<http://goo.gl/LgiLC>)
- support for typed collection initializers (<http://goo.gl/vNH1R> and <http://goo.gl/pfd9x>)
- **much improved Linq extension method support** including type inference for closures (<https://gist.github.com/618168>)
  - System.Core.dll is now referenced by default, import System.Linq.Enumerable and Linq away
- 'new' keyword for explicit shadowing of inherited members (<http://goo.gl/kQKrw>)
- initial support for .Net 4.0
- **loads of metaprogramming improvements**
  - macro application over type members (<http://goo.gl/0GXaE>)
  - support for macros yielding partial types (<http://goo.gl/Dzmq6>)
  - much improved Boo.Lang.PatternMatching
  - much improved quasiquotation and splicing support (<http://goo.gl/WuOVd> - <http://goo.gl/NbOAU> - ...)
  - meta methods can now expand to code containing macros (<http://goo.gl/FIcpc>)
  - better support for block quasiquotation ("block:" trick no longer needed when quasiquoting a complex sequence of statements) (<http://goo.gl/2lbSb>)
- type inference for empty arrays will take their usage into account (<http://goo.gl/FJMST>)
- cast function has been deprecated by the introduction of the new cast operator (e cast type)
- ifdef macro for conditional compilation (<http://goo.gl/RJgZM>)
- simple identifier interpolation: "Hello, \$name!"
- for consistency interpolation now uses () instead of {} for complex expressions ("2+2: \$(2 + 2)" instead of "2+2: \${2 + 2}")
- automatic stubbing of inherited abstract generic methods (<http://goo.gl/gn1WV>)
- proper support for partial classes containing nested types (<http://goo.gl/ixmt0>)
- fixed matrix builtin on .net (broken by a System.Reflection.Emit bug)
- better report of ambiguous generic type reference errors
- fix for shortcircuited expressions involving implicit bool conversion operators
- and many many more...

Kudos to all that contributed to this release throughout the year specially: , Ryan Boggs, Dmitry Malyshev, Maksym Trushyn, Daniel Grunwald, Cedric Vivier, Spruce Weber, socrates877, rektide, George Dernovoy, Benjamin Reed and JB Evain.

As usual the packages can be download from:

<http://dist.codehaus.org/boo/distributions/?C=M;O=D>

A new MonoDevelop addin is also available and can be installed from the Community Add-in Repository:

<http://addins.monodevelop.com/>

Enjoy!

## **Rodrigo B. de Oliveira posted on Dec 28, 2009**

### **Boo 0.9.3 is here!**

Boo 0.9.3 fixes a lot of bugs and extends the match macro with support for regular expressions with variable binding.

Thanks to Martinho Fernandes it's now possible to write code like this::



Kudos also to Andre Van Der Merwe, Cedric Vivier, Gotz Washck and Richard Hubers for contributing to this release!

Complete change log is [here](#) and as usual you can download it from [here](#).

Happy 2010!

## **Cedric Vivier posted on Sep 01, 2009**

### **Boo 0.9.2 is here!**

You read it right and it was about time!

Boo 0.9.2 is mostly a maintainance release, yet it introduces a few new features worth highlighting :

- Unsafe code support including pointer manipulation for richer interoperability with native code [[BOO-1202](#)]



- Generic array/matrix constructors [[BOO-1203](#)]

- 
- Literal regular expression options [[BOO-1237](#)]

- 
- Boo now runs on medium-trust environments [[BOO-1215](#)] (such as Mosso ASP.NET platform)

On top of the usual bunch of bug fixes (see the [ChangeLog](#)), this release significantly improves generated IL, resulting in up to 40% leaner assemblies among other performance improvements.

Contributed to this release: [Cedric Vivier](#), Daniel Grunwald, Dmitry Malyshev, Greg Nagel, Joao Braganca, Martinho Fernandes, Paul Lange and [Rodrigo B. De Oliveira](#).

[Download it](#) and have fun!

## **1 Comment**

### **Cedric Vivier posted on Mar 18, 2009**

#### **Boo 0.9.1 is here!**

Just after two months of the huge 0.9 release, here is Boo 0.9.1 - bringing more new features and bug fixes. Highlights of this release are:

- Macro definition arguments [[BOO-1146](#)] - macro definitions can define typed arguments as with any method definition.

- 
- Nested macros extensions [[BOO-1140](#)] - nested macros no longer have to be defined within their parent macro block.

- 
- Omitted expression for member references [[BOO-1150](#)] - `.foo` is now equivalent to `self.foo` by default. This behavior can easily be changed by a macro or compiler step.

- 
- Volatile fields [[BOO-806](#)]

- 
- TypeSystem refactoring - brings cleaner API and faster compilation (-30% time)

Take note that from now on strong versioning is used on Boo releases, this release assemblies are versioned `2.0.9.1`.

Contributors to this release: [Cedric Vivier](#), [Daniel Grunwald](#), [JB Evain](#), [Rodrigo B. De Oliveira](#).  
Read the [changelog](#) for the complete list of improvements.

[Download](#) it now and have fun!

## **Cedric Vivier posted on Jan 27, 2009**

### **Boo 0.9 is here!**

It's been a long time but the biggest release ever of Boo is right here now!

Huge improvements all over the board as you can read in the full [changelog](#), its chief weapons are:

- Generator macros [[BOO-1077](#)] - macros are no longer limited to returning a single statement or block and instead are able to **yield** an indefinite number of nodes:
- Nestable macros [[BOO-1120](#)] - macro definitions can be nested to allow for context sensitive keywords
- Type member macros [[BOO-415](#)] - macros can be used in class definition bodies
- Pattern matching [[BOO-1106](#)] - simple but powerful object pattern matching with the **match/case/otherwise** macros
- Support for generic extension methods [[BOO-937](#)] - LINQ style extension methods
- Generic parameter constraints [[BOO-935](#)] and Generic parameter type inference [[BOO-1102](#)]
- Strict mode [[BOO-1115](#)] - strict mode changes a few compiler rules: default visibility for members is private, method parameter types and return types must be explicitly declared, among other things
- Asymmetric property accessor visibility [[BOO-1094](#)]
- String interpolation formatting (eg. "0x\${n:x4}") [[BOO-1006](#)]
- Support for SilverLight profile [[BOO-1117](#)] - and Vladimir Lazunin kicked it off with a Tetris [example](#).

You can read examples on these 0.9 new features on Rodrigo's [blog](#).

This release is brought to you by Avishay Lavie, Cedric Vivier, Daniel Grunwald, Marcus Griep and Rodrigo B. De Oliveira.

[Download](#) it now and have fun!

Join the [mailing-list](#) for questions and latest updates about Boo development.

## Cedric Vivier posted on May 20, 2008

### Boo 0.8.2 is out!

Yeah, it's that time again!

As usual lots and lots of improvements in this new release including :

- (almost) complete nullable type support
- [shorthands](#) for nullable types (T?) and enumerables (T\* instead of IEnumerable[of T])
- improved booish behavior with nicer colors (and it should work inside emacs now 😊 )
- ['else' block](#) for 'for' and 'while' loops
- fixes and improvement related to generic methods ([overloads](#) and [interface declarations](#))
- and lots of other fixes here and there

Complete list of changes available [here](#).

Contributors to this release :

Avishay Lavie, Cedric Vivier, Marcus Griep, [Rodrigo B. De Oliveira](#)

Have fun!

## 1 Comment

## Cedric Vivier posted on Feb 08, 2008

### Boo 0.8.1 released !

This release includes lots of improvements including :

- a simpler way for writing macros
- support for [nested functions](#)
- generic methods overloading works
- support for CLR 3.5 extension methods (moreover boo extension methods)
- compile-time conditionals through [ConditionalAttribute](#) and the new -define SYMBOL booc option
- [AttributeUsageAttribute](#) is now supported and enforced
- a better interactive interpreter (previously known as [booish2](#))
- warnings about unused private members, unused namespaces, unreachable code
- new error messages, including suggestions for misspelled members or types
- exception filters, exception fault handlers
- for loop IDisposable.Dispose integration

Contributors to this release :

Avishay Lavie, Bill Pierce, Cédric Vivier, Daniel Grunwald, Marcus Griep, and last but not least Rodrigo B. De Oliveira.

## **Cedric Vivier posted on Jan 08, 2008**

### **Specter 0.8 released**

[Specter](#) is back. It is a behavior-driven development framework for the CLI, powered by Boo meta-programming capabilities.

This release makes it work with recent Boo releases and introduces new features including standalone spec runners and a new 'subject' macro.

Full changelog and links [here](#).

## **Cedric Vivier posted on Dec 18, 2007**

### **Ayende on Boo**

There is a nice [post](#) from Ayende Rahien about why he loves Boo on his [blog](#).

## **Cedric Vivier posted on Dec 07, 2007**

### **Boo at Mono Summit 2007**

Rodrigo made a talk on Boo at Mono Summit 2007 in Madrid which got [very good feedback](#). He shared his impressions on his [blog](#) along with the [slides](#) and some [examples](#) of the new meta-programming features newly available on Boo 0.8

Also, it is worthy to note Rodrigo made reference to the new [Specter](#) object-behaviour specification framework, another great project powered by Boo.

## **Bryan Kelly posted on Oct 27, 2007**

### **Boo 0.80**

This release includes bug fixes, performance improvements and better meta-programming capabilities (1).

Special thanks to Marcus Griep, Nick Fortune and Matt McElheny!

What? - <http://boo.codehaus.org/>

Download - <http://boo.codehaus.org/Download>

Official irc channel - <irc://irc.codehaus.org/boo>

Full change log here (2).

Have fun!

(1) see the 'match' and 'data' macros in the boo-extensions (3) project for examples

(2) [http://jira.codehaus.org/browse/BOO?report=com.atlassian.jira.plugin ....](http://jira.codehaus.org/browse/BOO?report=com.atlassian.jira.plugin....)

(3) <http://code.google.com/p/boo-extensions/>

## **Bryan Kelly posted on Sep 01, 2007**

### **Boo 0.7.9**

This release includes bug fixes, improves on generic support and introduces a few metaprogramming facilities (still on early stage). Many thanks to the growing boo community!

Check out the [Release Notes](#) and grab it from [here!](#)

## **Bryan Kelly posted on Jun 23, 2007**

### **Boo 0.7.8 is Here!**

With many thanks to the people who contributed for this release: Andrew Davey, Avishay Lavie, Cedric Vivier, Chris Prinos, Doug Holton, Jim Lewis and Max Bolingbroke.

What? - <http://boo.codehaus.org/>

Download - <http://boo.codehaus.org/Download>

Official irc channel - <irc://irc.codehaus.org/boo>

Highlights for this release include [dramatic improvements to dynamic dispatching performance](#), a friendlier DSL syntax and of course bug fixes. This is also the **last release to support .net 1.1**.

Full change log [here](#).

Yeah!

## **Bryan Kelly posted on Jun 23, 2007**

### **Test News**

Why have news items ceased to post?

---

Syndicate this site via [RSS](#).