

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.

```
macro repeatLines(repeatCount as int, lines as string*):
    for line in lines:
        for i in range(repeatCount):
            print line

repeatLines 2, "boo", "rocks"
```

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

```
macro parent:
    yield

macro parent.child:
    yield [| print "parent.child" |]

parent:
    child
```

- 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.

```
macro with(target, body as Expression*):
    for expression in body:
        match expression:
            case BinaryExpression(Left: mre = MemberReferenceExpression(Target:
OmittedExpression())):
                mre.Target = target
                yield

with System.Threading.Thread.CurrentThread:
    .CurrentCulture = CultureInfo.InvariantCulture
    .CurrentUICulture = CultureInfo.InvariantCulture
```

- Volatile fields [BOO-806]

```
class Threaded:
    [volatile] foo as int
```

- 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!