

Emilua 0.6 released

This time the requirement for versions of the dependencies were increased. This allowed many bugfixes that wouldn't be possible otherwise.

Other than that, here are the main changes for this release:

- Add support for retrieving peer credentials in UNIX sockets.
- Add support for retrieving peer security labels (SELinux and TrustedBSD's MAC) in UNIX sockets.
- Add support for FreeBSD's jails.
- Add function `format()` to format strings. The implementation uses C++'s `libfmt`.
- Many improvements to Windows' version of `system.spawn()`.
- Remove HTTP & WebSocket classes. They should be offered as separate plugins.
- Many changes to the module filesystem. See the full changelog in the docs.

Emilua now sits in a very interesting spot for sandboxing experimentation. It supports:

- Linux Landlock.
- Linux namespaces.
- FreeBSD Capsicum.
- FreeBSD jails.

I'm not aware of any other framework that exposes an actor API focused on sandboxing such as Emilua.

However there's a bug in Boost.Asio that prevents full use of its sandboxing capabilities under FreeBSD. I'll be tackling this issue with Boost.Asio developers in the coming weeks.