VIVO 1.10.0 Release Announcement

July 10, 2018

From Mike Conlon, VIVO Project Director, on behalf of the VIVO Committers

VIVO 1.10 is now available!

VIVO 1.10 contains new features, performance improvements, and bug fixes. Some highlights:

- Support for RDF 1.1
- A new Triple Pattern Fragments API
- Support for the Data Distribution API
- Support for Direct2Experts
- Support for ORCiD API 2.0
- Use of Argon2i password hashing
- More than 40 improvements in code, and code used by VIVO
- 15 bug fixes
- Search results render faster if they contain Person results
- Indexing time has been improved
- Full handling of TDB type conversions, preventing isomorphic test failures that result in reloading filegraph on restart
- Graph URIs are now cached for triple stores using a Jena implementation - this is a significant difference for TDB triple stores
- Updating data via the UI is faster

For a complete list of improvements, see the VIVO 1.10 Release Notes

VIVO 1.10 can be downloaded now from https://github.com/vivo-project/VIVO/releases/tag/vivo-1.10.0

Upgrading to VIVO 1.10 requires a triple store unload, use of provided utilities to upgrade, and a reload. See Upgrading VIVO

VIVO 1.10 was led by the VIVO Committers and Developers with major support from Andrew Woods.

The following individuals provided code, documentation and/or testing for the release:

Qazi Azim Ijaz Ahmad, Sabih Ali, Martin Barber, Jim Blake, Mike Conlon, Don Elsborg, Kitio Fofack, Ken Geis, Benjamin Gross, Huda Khan, Ted Lawless, Jacob Levernier, Brian Lowe, Jose Luis Martin, Christian Hauschke, Violeta Ilik, Steve McKay, Javed Muhammed, Simon Porter, Ralph O'Flinn, Graham Triggs, Tatiana Walther, Marijane White, Stefan Wolff, Andrew Woods, and Rebecca Younes

A detailed listing of all known people/institutions who contributed to VIVO 1.10 is available in the Release Notes. If you contributed and were not listed, please let us know so that we can correct it!

As always, we are happy to hear back from the community about VIVO. Please let us know what you think of 1.10!