Licensing Microsoft Developer Tools

Volume Licensing

MICROSOFT® VISUAL STUDIO® 2012 OFFERINGS	Ultimate 2012 with MSDN	Premium 2012 with MSDN	Test Professional 2012 with MSDN	Professional 2012 with MSDN	Operating Systems 2012	Team Foundation Server 2012
Enterprise, Enterprise Subscription	✓	✓	✓	✓		✓
Select, Select Plus	✓	✓	✓	✓ with or without MSDN	✓	✓
Open Value, Open Value Subscription	✓	✓	✓	✓	✓	✓
Open	✓	✓	✓	✓ with or without MSDN	✓	✓
Campus, Enrollment for Education Solutions	✓	✓	✓	✓	✓	✓

UPGRADING and DOWNGRADING

A Step-up license can be purchased through Enterprise, Select Plus or Open Value Agreements to upgrade a subscription. Step-up licenses available are:

Visual Studio Premium 2012 with MSDN → Visual Studio Ultimate 2012 with MSDN

Visual Studio Test Professional 2012 with MSDN → Visual Studio Premium 2012 with MSDN

Visual Studio Professional 2012 with MSDN → Visual Studio Premium 2012 with MSDN

Customers may "renew down" from a higher-level MSDN subscription to a lower-level MSDN subscription - effectively trading one license for another.

USER LICENSING

All MSDN subscriptions and Visual Studio Professional are licensed on a per-user basis. Each licensed user may install and use the software on any number of devices to design, develop, test, and demonstrate their programs. MSDN subscriptions include both current version software plus many prior versions, and subscribers gain access to new versions of the software as it released. Each additional person who uses the software in this way must also have a license.

Where the software can be installed and run

The licensed user can install and use the software on any number of devices. The software can be installed and used on devices at work, at home, at school, and even on devices at a customer's office or on dedicated hardware hosted by a 3rd party. The software is not licensed for use on 3rd party shared servers ("cloud") or in production environments.

Production use of certain Office applications

Visual Studio Ultimate with MSDN and Visual Studio Premium with MSDN subscriptions include Microsoft Office applications for development and testing, and can also be used by the licensed user on one device for production use.

Production use of Visual Studio Team Foundation Server

Visual Studio Ultimate with MSDN, Visual Studio Premium with MSDN, Visual Studio Professional with MSDN, and Visual Studio Test Professional with MSDN subscriptions include a Server License and one Client Access License for Visual Studio Team Foundation Server 2012.

Use of Windows Azure

Visual Studio Ultimate with MSDN, Visual Studio Premium with MSDN, and Visual Studio Professional with MSDN subscriptions include a certain amount of Windows Azure services.

Load Testing

Visual Studio Ultimate with MSDN subscribers can use the software to execute load tests with any number of virtual users, including load tests that run in a production environment.

Scenarios in which users don't need licenses

▶ **Demonstration Using Terminal Services:** MSDN subscriptions permit the use of the Windows Server Remote Desktop Services for up to 200 simultaneous, anonymous users to access an online demonstration of programs.

▶ **Acceptance Testing:** The software may be accessed by end users who do not have an MSDN subscription for purposes of user acceptance testing (UAT), provided that the use of the software complies with all MSDN licensing terms.

▶ **Feedback:** End users can download the free Feedback Client for TFS and access the software to review applications and provide feedback. An MSDN subscription is not needed for end users accessing the software in order to provide feedback. This is a new capability of Visual Studio Team Foundation Server 2012.

LICENSING NOTES

▶ **When Windows on the "Developer Desktop" requires a separate license:** In most situations, Windows used for the main PC must be licensed separately from MSDN due to mixed use - both design, development, testing, and demonstration of programs and some other use. Using the software in any other way, such as for doing email, playing games, or editing a document is not allowed under the MSDN subscription license. When there is mixed use the underlying operating system must be licensed normally by purchasing a regular copy of Windows such as the one that came with a new OEM PC.

▶ **When virtual environments require a separate license:** If a physical machine running one or more virtual machines is used entirely for development and test, then the operating system used on the physical host system can be MSDN software. However, if the physical machine or any of the VMs hosted on that physical system are used for other purposes, then both the operating system within the VM and the operating system for the physical host must be licensed separately.

▶ **Monitoring and managing development and testing environments requires management licenses:** Often Microsoft System Center is used to monitor or manage machines running in a development or testing environment. This is normal use of System Center and requires normal System Center management licenses, which are acquired separately. This use is not allowed under any MSDN subscription.

▶ **Perpetual Use Rights:** MSDN subscriptions purchased through certain channels provide perpetual use rights that allow subscribers to continue using certain software products obtained through an active subscription after the subscription has expired. Subscribers are not entitled to updates after the subscription has expired, nor do they continue to have access to software or product keys through MSDN Subscriber Downloads or to other subscription services.

Microsoft

VISUAL STUDIO TEAM FOUNDATION SERVER 2012

Microsoft Visual Studio Team Foundation Server 2012 helps organizations to communicate and collaborate throughout the process of designing, building, testing, and deploying software. It can be obtained in three ways:

1. Subscribers of any edition of Visual Studio 2012 with MSDN can download and deploy one instance of Team Foundation Server 2012. These same subscribers are granted a Team Foundation Server 2012 CAL to be used within their organization.
2. Volume Licensing (see table on page 1).
3. Team Foundation Server 2012 purchased in retail channels allows up to five users to connect to that same instance of the software without requiring a Team Foundation Server 2012 CAL. The sixth and further users each need a CAL.

Licensing Team Foundation Server

▶ An operating system license must be acquired for each machine running Team Foundation Server 2012, any of the additional software, or the SQL Server database for Team Foundation Server. This applies even when the use of Team Foundation Server is licensed as part of an MSDN subscription. For Windows Server-based deployments where Windows Server is licensed on a Server / CAL basis, each user or device that accesses Team Foundation Server data (on a read or write basis) must also have a Windows Server CAL.

▶ One instance of the Microsoft SQL Server 2012 Standard software can be used as the Team Foundation Server 2012 database, except for Team Foundation Server 2012 Express which uses SQL Server 2012 Express. Team Foundation Server 2012 uses Microsoft SQL Server as its data repository and provides the right to deploy one instance of SQL Server 2012 Standard software per Team Foundation Server 2012 server license. This is not a separate SQL Server license. This instance of SQL Server can run on a separate server but can only be used by Team Foundation Server and not for any other purposes. If the SQL Server software is used for purposes other than Team Foundation Server, then that use must be licensed separately.

▶ SQL Server Enterprise can be used for Team Foundation Server 2012, but must be licensed separately.

Reassignment of the Server License

The Team Foundation Server 2012 license can be reassigned to another server, but not within 90 days of the last assignment. However, in the event of a permanent hardware failure, it can be reassigned sooner.

Client Licensing Requirements for Team Foundation Server

Each user or device directly or indirectly accessing Team Foundation Server to carry out tasks such as resolving bugs or triggering builds must have a User CAL or a Device CAL. However, a Team Foundation Server CAL is **not** required in the following scenarios:

▶ Entering work items through any interface, and viewing and editing items created by the user
▶ Accessing Team Foundation Server reports.
▶ Accessing Team Foundation Server using the Feedback Client for TFS.
▶ Viewing static data that has been manually distributed outside of Team Foundation Server.

Multiplexing and Pooling Do Not Reduce the Need for CALs

Hardware and software that reduce the number of users or devices that directly access Team Foundation Server (sometimes referred to as "multiplexing" or "pooling") do not reduce the number of Team Foundation Server CALs that are required.

Methods of Accessing Team Foundation Server

The Team Foundation Server 2012 data can be accessed in several ways, including:

▶ Visual Studio Team Explorer 2012, which is included with Visual Studio Ultimate, Visual Studio Premium, Visual Studio Professional, and Visual Studio Test Professional, and available for download to the general public. Team Explorer also can be installed as a standalone client, and on any number of devices.
▶ Visual Studio Team Explorer Everywhere 2012, which enables the user to connect to Team Foundation Server from an Eclipse-based environment. Team Explorer Everywhere has been sold separately but is now available for download to the general public.
▶ Visual Studio Team Web Access, which is a browser-based version of the Team Explorer client.
▶ Microsoft Office Excel® or Microsoft Office Project, which can access Team Foundation Server using add-ins for those programs that are provided with Team Explorer.

VISUAL STUDIO TEAM EXPLORER 2012

▶ Requires a Team Foundation Server CAL to access Team Foundation Server 2012
▶ Included with Visual Studio 2012 Ultimate, Visual Studio 2012 Premium, Visual Studio Test Professional 2012 and Visual Studio Professional 2012
▶ Freely available for general download

VISUAL STUDIO TEAM EXPLORER EVERYWHERE 2012

▶ Allows developers to access Team Foundation Server from within an Eclipse-based environment
▶ Requires a Team Foundation Server CAL to access Team Foundation Server 2012
▶ Freely available for general download

LAB MANAGEMENT LICENSING

To utilize the Lab Management functionality in Visual Studio 2012, each user must be licensed for either Visual Studio Ultimate with MSDN, Visual Studio Premium with MSDN, or Visual Studio Test Professional with MSDN.

CONTRACTORS

If an organization hires external contractors to work within their development team, then the contractors must have appropriate MSDN subscriptions. If the contractor does not have an MSDN subscription, or has an MSDN subscription at a lower level that does not include all of the software they will be using, then either:

▶ The contractor must obtain an appropriate (higher-level) MSDN subscription.
▶ The organization must assign one of their spare (unallocated) MSDN subscriptions to the contractor for the duration of the contract.

If the contractor is using the hiring organization's Team Foundation Server then the organization must supply a Team Foundation Server CAL for the contractor. Team Foundation Server CALs are only valid for accessing a Team Foundation Server acquired by the same organization.

Further Microsoft Licensing handouts and exams: GetLicensingReady.com

Microsoft