

# LICENSING GUIDE



Microsoft®  
**Visual Studio® 2010**

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## MSDN SUBSCRIPTION RENEWALS AND UPGRADES

### Retail Renewals

- Retail MSDN subscriptions must be renewed annually. The renewal grace period is 30 days.

### Volume Licensing Renewals

- MSDN subscriptions purchased under most Volume Licensing programs are valid until the Volume License Agreement or Enrollment terminates.
- Purchases under Select Plus last for 3 years from the date of purchase and there are also options for aligning the subscription term end date with an Agreement anniversary date.

## Step-up Licenses/Upgrades

Retail Channel	Microsoft Volume Licensing			
	Open	Open Value	Select	Enterprise
Visual Studio 2010 Professional with MSDN to Visual Studio 2010 Premium with MSDN		✓	✓	✓
MSDN Embedded to Visual Studio 2010 Premium with MSDN		✓	✓	✓
Visual Studio 2010 Test Professional with MSDN to Visual Studio 2010 Ultimate with MSDN		✓	✓	✓
Visual Studio 2010 Premium with MSDN to Visual Studio 2010 Ultimate with MSDN		✓	✓	✓

## Transitioning from Visual Studio 2008 to Visual Studio 2010

2008 Subscription Levels	Converted to these 2010 Subscription Levels in April 2010
Visual Studio Team System 2008 Team Suite with MSDN Premium	Visual Studio 2010 Ultimate with MSDN
Visual Studio Team System 2008 Architecture Edition with MSDN Premium	Visual Studio 2010 Ultimate with MSDN
Visual Studio Team System 2008 Development Edition with MSDN Premium	Visual Studio 2010 Ultimate with MSDN
Visual Studio Team System 2008 Test Edition with MSDN Premium	Visual Studio 2010 Ultimate with MSDN
Visual Studio Team System 2008 Database Edition with MSDN Premium	Visual Studio 2010 Ultimate with MSDN
Visual Studio 2008 Professional Edition with MSDN Premium	Visual Studio 2010 Premium with MSDN
Visual Studio 2008 Professional Edition with MSDN Professional	Visual Studio 2010 Professional with MSDN
MSDN Operating Systems	MSDN Operating Systems

# Visual Studio 2010 Client Edition-Only Licensing

Visual Studio 2010 products can be purchased without an MSDN subscription in certain channels. The user can install and use the Visual Studio client software on as many devices as they like. However, the products are licensed on a per-user basis—that is, only the licensed user can use the software.

## Visual Studio 2010 Client Edition with MSDN Licensing

- Customers are required to license every copy of every Microsoft product they deploy, including all physical and virtual instances. As such, licensing a development and test environment can be expensive and challenging to manage, as new servers are set up and others are torn down. MSDN subscriptions provide a convenient and cost-effective blanket licensing mechanism for development and test environments, with limited overhead and, a convenient per head acquisition model.
- Licensed per person, MSDN subscriptions are assets that are acquired by an organization, assigned to team members, and enable those team members to deploy and use specified Microsoft software on any number of devices and/or virtual machines for purposes of design, development, test, and demonstration. The specific Microsoft software covered (and other benefits provided) under an MSDN subscription depend on which specific MSDN subscription is licensed.
- As long as every person touching that software has an appropriate MSDN subscription, no additional licensing or reporting is required. When a team member leaves the team, the MSDN subscription is reclaimed and can be assigned to someone else (with the caveat that MSDN subscription licenses can only be reassigned at most once every 90 days in Microsoft Volume Licensing programs).
- There are also many other benefits to MSDN subscriptions, including:
  - the ability to readily download any software covered by the subscription, including past, present, and pre-release products
  - complimentary access to certain Microsoft Office applications for both solution development and day-to-day use
  - priority support through MSDN Forums
  - technical support to help resolve difficult technical challenges

More information on MSDN subscriptions can be found at: <http://msdn.microsoft.com/subscriptions>

## Licensing Requirements

When Visual Studio 2010 client editions are licensed with MSDN subscriptions, all of the following requirements apply to both the Visual Studio client software and software downloaded from MSDN for development and test purposes—collectively called the MSDN software in the remainder of this section.

### Per-User Licensing

Each member of the development team that will use (install, configure, or access) the MSDN software must have his or her own MSDN subscription. In no circumstances can two individuals share the same license.

### Assigning MSDN Subscription Licenses to External Contractors

If an organization hires external contractors to work within their development team, then the contractors must have appropriate MSDN subscription licenses for any MSDN software that they will be using.

### Multiple Devices

Any team member can install and use MSDN software on as many devices as they like. However, each user of that MSDN software must have an appropriate MSDN subscription license.

### Previous, Pre-release and Trial Versions of Software

MSDN subscriptions include access to previous, current, pre-release and trial versions of Microsoft software products. No differentiation is made between these versions; if the software is made available as part of the user's MSDN subscription, then it can be installed and used on any number of devices.

However, pre-release and trial versions of software provided via MSDN are subject to the terms of the in-product EULA.

## Perpetual User Rights

Some MSDN subscriptions provide perpetual use rights that allow subscribers to continue using certain software products obtained through an active subscription after the subscription has expired. However, subscribers are not entitled to updates for that software after the subscription has expired, nor do they continue to have access to software or product keys through MSDN Subscriber Downloads or other subscription services that are a benefit of having an active subscription. If a subscriber's subscription expires, any MSDN software requiring new MSDN product keys to keep it active/running will stop working. If an MSDN subscription is transferred or sold, any perpetual use rights are transferred to the new party and the seller can no longer use the software.

Generally, MSDN subscriptions that do not provide perpetual user rights include:

- MSDN subscriptions purchased through Enterprise Agreement Subscription, Open Value Subscription, or other subscription Volume Licensing programs
- MSDN subscriptions offered through the Microsoft Partner Network including the Empower for ISVs program

In the above cases, subscribers can no longer use any software provided through the MSDN subscription after it expires.

## Using MSDN Software

Software obtained through an MSDN subscription may be used only for the purposes of design, development, test, and demonstration. MSDN software may not be used in a production environment which require regular, non-MSDN licenses for the software being used—for example, a software license and client access licenses (CALs) for Windows Server 2008.

A production environment is defined as an environment that is accessed by end-users of an application (such as an Internet Web site) and that is used for purposes other than acceptance-testing of that application. Some other scenarios that constitute production environments include:

- Environments that connect to a production database.
- Environments that support disaster-recovery or backup for a production environment.
- Environments that are used for production at least some of the time, such as a server that is rotated into production during peak periods of activity.

Each team member must have an MSDN subscription that covers all the software that they will use, or be licensed to access that software in some other way. Specifics of which Microsoft software is covered under different MSDN subscriptions are provided at [msdn.microsoft.com/subscriptions](http://msdn.microsoft.com/subscriptions).

## VISUAL STUDIO TEAM FOUNDATION SERVER 2010 LICENSING

Microsoft Visual Studio Team Foundation Server 2010 is the backbone of Microsoft's Application Lifecycle Management (ALM) solution, providing core services such as version control, work item tracking, reporting, and automated builds. Through its deep integration with Visual Studio 2010 client editions, Team Foundation Server helps organizations communicate and collaborate more effectively throughout the process of designing, building, testing, and deploying software—ultimately leading to increased productivity and team output, improved quality, and greater visibility into the application lifecycle.

Microsoft licenses Team Foundation Server under the Server/Client Access License (CAL) licensing model—that is, organizations must have a license for each running instance of Team Foundation Server and, with certain exceptions, a Team Foundation Server 2010 CAL for each user or device that accesses Team Foundation Server.

### **Obtaining Visual Studio Team Foundation Server 2010**

Visual Studio Team Foundation Server 2010 can be obtained in three ways:

- **MSDN.** Users with an MSDN Subscription (specifically, Visual Studio Ultimate with MSDN, Visual Studio Premium with MSDN, Visual Studio Professional with MSDN, and Visual Studio Test Professional with MSDN) can download and deploy one instance of Team Foundation Server 2010 on one device—with similar rights to prior versions of Team Foundation Server and new versions of Team Foundation Server that are released during the duration of the MSDN Subscription. This is applicable to MSDN subscriptions purchased in retail or Volume Licensing. With limited exceptions, each user or device that accesses an instance of the server software must have a CAL.
- **Volume Licensing.** Team Foundation Server is offered through all Microsoft Volume Licensing programs, with or without Software Assurance. With limited exceptions, each user or device that accesses an instance of the server software must have a CAL. This Volume Licensing SKU also includes a restricted-use license to deploy SQL Server 2008 Standard Edition in support of Team Foundation Server.
- **Retail.** In retail channels, a version of Team Foundation Server 2010 is offered that includes a license to deploy a single instance of Team Foundation Server on one server, and allows up to five named users to connect to that same instance of the software without requiring a Team Foundation Server 2010 CAL.
- **Team Foundation Server—regardless of the acquisition channel—includes a restricted-use license to deploy SQL Server 2008 Standard Edition in support of Team Foundation Server.**

**For more information, visit [www.microsoft.com/visualstudio](http://www.microsoft.com/visualstudio)**