Licensing Microsoft Developer Tools

MICROSOFT VISUAL STUDIO 2017 OFFERINGS

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USER LICENSING

All Visual Studio 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. Visual Studio Subscriptions include both current version software plus many prior versions, and subscribers gain access to new versions of the software as it is released. Each additional person who uses the software in this way must also have a license. A license may be reassigned to another user, but not within 90 days of the last assignment.

Where the software can be installed and run

The licensed user can install and use the software on any number of devices in non-production environments. 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. Visual Studio subscribers can receive a reduced rate to run Windows Server Virtual Machines on Azure and may then run any Visual Studio Subscription software in those virtual machines.

Production use of Office Professional Plus 2016

Office Professional Plus 2016 can be used by users licensed with a Visual Studio 2017 Enterprise Subscription.

Production use of Visual Studio Team Foundation Server


Use of Microsoft Azure

Visual Studio 2017 Professional, Test Professional and Enterprise Subscriptions and MSDN Platform subscriptions include a certain amount of Azure services.

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 a Visual Studio Subscription 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 Visual Studio Subscription. 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 Visual Studio Subscription 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 Visual Studio Subscription.

- Perpetual Use Rights: Visual Studio 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 Visual Studio Subscriber Downloads or to other subscription services.

Scenarios in which users don’t need licenses

- Demonstration Using Terminal Services: Visual Studio 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 a Visual Studio Subscription for purposes of user acceptance testing (UAT), provided that the use of the software complies with all Visual Studio Subscription licensing terms.

- Feedback: End users can download the free Feedback Client for TFS and access the software to review applications and provide feedback. A Visual Studio Subscription is not needed for end users accessing the software in order to provide feedback.
Licensing Microsoft Developer Tools - continued

VISUAL STUDIO TEAM FOUNDATION SERVER 2017

Team Foundation Server 2017 purchased in retail channels allows up to five users to connect to that same instance of the software without requiring a Team Foundation Server 2017 CAL. The sixth and further users each need a CAL.

Team Foundation Server 2017 purchased through Volume Licensing programs is licensed with the Server/CAL model. A server license is assigned to a physical server and allows the software to run in either the physical or a virtual operating system environment. If TFS is running on two VMs on one server, then two licenses should be assigned to the server.

Licensing Team Foundation Server

- An operating system license must be acquired for each machine running Team Foundation Server 2017, 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 a Visual Studio 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 2016 Standard software can be used as the Team Foundation Server 2017 database, except for Team Foundation Server 2017 Express which uses SQL Server 2016 Express. Team Foundation Server 2017 uses Microsoft SQL Server as its data repository and provides the right to deploy one instance of SQL Server 2016 Standard software per Team Foundation Server 2017 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 2016 Enterprise can be used for Team Foundation Server 2017, but must be licensed separately.

Reassignment of the Server License

The Team Foundation Server 2017 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 must have a User CAL or a Device CAL. In some scenarios a CAL is not required, for example:

- Entering work items through any interface, and viewing and editing any work items
- 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
- Providing approvals to stages as part of the Release Management pipeline

Server Features Requiring more than a CAL

Using the Test Management or Package Management features in Team Foundation Server 2017 requires a particular level of Visual Studio Subscription; a CAL is not sufficient to use these features. For Test Management, a user must be licensed with a Visual Studio 2017 Enterprise or Test Professional Subscription, or with an MSDN Platforms subscription. For Package Management, a user must be licensed with a Visual Studio 2017 Enterprise Subscription.

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.

VISUAL STUDIO CLOUD SUBSCRIPTIONS

Visual Studio Cloud Subscriptions are sold through the Visual Studio Marketplace. There are monthly or annual Cloud Subscriptions available for Visual Studio Professional and Enterprise which renew automatically each month or year. Annual Cloud Subscriptions include the same benefits as the Visual Studio Subscriptions, while the Monthly Cloud Subscriptions give access to a reduced set of benefits. When Cloud Subscriptions are purchased through the Visual Studio Marketplace they are linked to an existing Azure Subscription to allow billing to take place through an Enterprise Agreement for example.

CONTRACTORS

If an organization hires external contractors to work within their development team, then the contractors must have appropriate Visual Studio Subscriptions.

If the contractor does not have a Visual Studio Subscription, or has a Visual Studio 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) Visual Studio Subscription.
- The organization must assign one of their spare (unallocated) Visual Studio 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.

VISUAL STUDIO COMMUNITY 2017

Visual Studio Community 2017 is a free, full-featured IDE for any developer building non-enterprise apps across any platform or device in the following scenarios:

- Any individual developer can use Visual Studio Community to create their own free or paid apps
- Teams of up to 5 users in a non-enterprise organization (<250 PCs, <$1M in annual revenue) may also develop apps
- Any number of users in any size organization may use Visual Studio Community in a classroom learning environment, for academic research, or for contributing to open source projects

VISUAL STUDIO TEAM SERVICES

Visual Studio Team Services offers a broad and growing set of cloud-based Application Lifecycle Management and DevOps capabilities. It’s free to set up a Visual Studio Team Services account and to add any active Visual Studio Subscriptions. An unlimited number of stakeholders may also be added to track project priorities and provide feature ideas, or to contribute to plans by adding and modifying work items.

In addition, there are five free users included in a Visual Studio Team Services account with access to basic features such as version control and agile planning. Further paid users can be added to the account as well as additional services such as Build and Release Hosted Pipelines.

Further Microsoft Licensing handouts and exams: [GetLicensingReady.com](http://GetLicensingReady.com)