Licensing Microsoft Developer Tools

Volume Licensing

MICROSOFT® VISUAL STUDIO® 2013 OFFERINGS

	Ultimate 2013 with MSDN	Premium 2013 with MSDN	Test Professional 2013 with MSDN	Professional 2013 with MSDN	Platforms msdn	Operating Systems 2012 msdn
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. The Step-up licenses available are:

Visual Studio Premium 2013 with MSDN → Visual Studio Ultimate 2013 with MSDN

Visual Studio Test Professional 2013 with MSDN → Visual Studio Premium 2013 with MSDN

Visual Studio Professional 2013 with MSDN → Visual Studio Premium 2013 with MSDN

Customers may "renew down" from a higher-level MSDN subscription to a lower-level MSDN subscription - 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 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. MSDN subscribers receive a reduced rate to run Windows Server Virtual Machines on Azure and may then run any MSDN software in those virtual machines.

Production use of Office Professional Plus 2013

Office Professional Plus 2013 can be used by licensed users of Visual Studio Ultimate with MSDN and Visual Studio Premium with MSDN 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, Visual Studio Test Professional with MSDN, and MSDN Platforms subscriptions include a Server License and one Client Access License for Visual Studio Team Foundation Server 2013.

Use of Windows Azure

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

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.

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.

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VISUAL STUDIO TEAM FOUNDATION SERVER 2013

Team Foundation Server 2013 purchased in retail channels allows up to five users to connect to that same instance of the software without requiring a Team Foundation Server 2013 CAL. The sixth and further users each need a CAL.

Team Foundation Server 2013 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 2013, 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 2014 Standard software can be used as the Team Foundation Server 2013 database, except for Team Foundation Server 2013 Express which uses SQL Server 2014 Express. Team Foundation Server 2013 uses Microsoft SQL Server as its data repository and provides the right to deploy one instance of SQL Server 2014 Standard software per Team Foundation Server 2013 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 2013, but must be licensed separately.

Reassignment of the Server License

The Team Foundation Server 2013 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

In order to use the Request and Manage Feedback, the Test Management features, Agile Portfolio Management, Team Rooms, and Work Item Chart Authoring tools of Team Foundation Server 2013, the user must be licensed for either Visual Studio Ultimate with MSDN, Visual Studio Premium with MSDN, Visual Studio Test Professional with MSDN or MSDN Platforms. A CAL is not sufficient to use these features.

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.

Further Microsoft Licensing handouts and exams: GetLicensingReady.com

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.

VISUAL STUDIO COMMUNITY 2013

Visual Studio Community 2013 includes all the functionality of Visual Studio Professional 2013 but is free to use 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 ONLINE

Visual Studio Online offers a broad and growing set of cloud-based Application Lifecycle Management capabilities with free amounts of shared resources available per account.

All Visual Studio with MSDN and MSDN Platforms subscribers can join a Visual Studio Online account at no charge, and there are five free users with the Visual Studio Online Basic user plan per account.

Further monthly User Subscription Licenses can be purchased for any of the following plans: Visual Studio Online Basic, Visual Studio Online Professional, and Visual Studio Online Advanced.

An unlimited number of stakeholders can join each Visual Studio Online account allowing business users or application sponsors to carry out tasks such as entering and editing work items or submitting feedback.

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