

**CONNECT(); 2015 – NEWS FACT SHEET**

***Under NDA until Nov. 18, 7.30am PST/10.30am in New York***

# **NEWS OVERVIEW**

On Wednesday, Nov. 18, 2015, Microsoft Corp. demonstrated its vision of providing a development platform that serves any application, any platform and any developer with the release of new and updated developer tools and services. Below is a summary of the announcements made during the [live-streamed](http://connect2015.visualstudio.com/) customer event in New York City.

# **Developer and Tools Figures Shared at Connect(); 2015**

* **5 million Visual Studio 2015** downloads
* More than **7 million Visual Studio Community** downloads
* More than **1 million downloads of Visual Studio Code Preview**
* **3.6 million registered Visual Studio Online** users

# **Developer Tools and Technologies**

As part of Connect();, Microsoft showed developers how it is taking its Visual Studio product family expertise and extending it to new scenarios that existing Visual Studio developers can target, as well as opening it to new technologies and platforms for any developer. See our summary on the [Visual Studio blog](http://blogs.msdn.com/b/visualstudio).

* **Introducing free Visual Studio Dev Essentials program**

Visual Studio Dev Essentials is a free program that offers everything developers need to create applications on any device or operating system. This program provides easy access to developer services, tools and resources from Microsoft, as well as several new benefits to help developers get started building apps. Benefits will include access to Visual Studio Community, Visual Studio Code, Visual Studio Team Services, Parallels Desktop for Mac, a $25 Azure credit (coming early next calendar year), and training services from Pluralsight LLC, Wintellect and Xamarin Inc. *For more information, please visit* [*this VisualStudio.com page*](https://www.visualstudio.com/products/free-developer-offers-vs.aspx)*.*

* **Visual Studio adds cloud subscription purchase options**

Visual Studio Professional and Visual Studio Enterprise are now offered as cloud subscriptions, providing a new, flexible way for developers to acquire Microsoft development tools, services and platforms either on a monthly or annual basis. These subscriptions are sold through the new Visual Studio Marketplace, which offers the convenience of a single bill for both subscription purchases and other Microsoft Azure cloud services like virtual machines and storage. *For more information, please see our announcement on the* [*Visual Studio blog*](http://blogs.msdn.com/b/visualstudio)*.*

* **Announcing the new Visual Studio Marketplace**

The Visual Studio Marketplace is a central place for developers to find, acquire and install extensions for the Visual Studio IDEs (Visual Studio Enterprise, Visual Studio Professional and Visual Studio Community), Visual Studio Team Services (formerly Visual Studio Online), and Visual Studio Code. The new Visual Studio cloud subscriptions and Microsoft extensions for Visual Studio Team Services are now available for purchase in the Marketplace. Partners will be able to sell extensions in the Visual Studio Marketplace at a future date. *For more information, please explore* [*http://marketplace.visualstudio.com*](http://marketplace.visualstudio.com)*.*

* **.NET Core 5 Release Candidate (RC) and ASP.NET 5 RC are now available**

The release candidates of .NET Core 5 and ASP.NET 5 are available for Linux, Windows and OS X. This is a full implementation of the .NET Core for any operating system with a Go-Live license, meaning that developers can start using it in production environments. ASP.NET 5 RC includes enhancements to both the runtime and tools with a simplified hosting model across Windows, OS X and Linux.

*For more information, please see our announcements on the .NET team blog on MSDN,* [*http://blogs.msdn.com/b/dotnet*](http://blogs.msdn.com/b/dotnet)*, and the ASP.NET team blog,* [*http://blogs.msdn.com/b/webdev*](http://blogs.msdn.com/b/webdev)*.*

* **A beta of Visual Studio Code is now available and open source**

In the beta, Microsoft is introducing a new extension model for Visual Studio Code, including a gallery of extensions available within Visual Studio Code or on [visualstudio.com](https://www.visualstudio.com/). Extensions add the ability to expand the capabilities of Visual Studio Code with additional features, themes and language support. Visual Studio Code will also be open sourced and available on GitHub, taking contributions from the community. *For more information, please visit* [*this VisualStudio.com page*](https://www.visualstudio.com/products/code-vs)*. The open source code for Visual Studio Code is available on* [*GitHub*](https://github.com/microsoft/vscode)*.*

* **Visual Studio Emulator for Android will be available for Mac OS X in a future update**

Microsoft is releasing the Visual Studio Emulator for Android for Mac OS X in a future update. This will enable Android developers working in OS X or Windows to use Microsoft’s fast, powerful and free Android emulator. *For more information, please see our announcement on the* [*Visual Studio blog*](http://blogs.msdn.com/b/visualstudio)*.*

* **Visual Studio 2015 Update 1 will be available Nov. 30**

Updates included in Visual Studio 2015 Update 1 enable new development scenarios for .NET developers and for cross-platform developers. Key new features in Visual Studio 2015 Update 1 include an update to Tools for Universal Windows apps, pull Requests hub in Visual Studio, the ability to debug Java source code directly in the Visual Studio IDE, TypeScript 1.7, and a Visual Studio Extension for TextMate Grammars (available in the Visual Studio Gallery). *For more information, please see our announcement on Nov. 30 on the* [*Visual Studio blog*](http://blogs.msdn.com/b/visualstudio)*.*

On Wednesday, Microsoft also announced:

* Public Preview of Visual Studio GDB Debugger Extension, enabling Linux native remote debugging support in Visual Studio for Linux servers or Internet of Things (IoT) devices, among others.
* Node.js Tools for Visual Studio 1.1 (RTM), with higher developer productivity and Node.js v4.x support in Visual Studio.
* Additional updates for mobile development, including CodePush Open Beta, Intune App SDK, updates to the Android Emulator and a partnership with MacinCloud that delivers a special Visual Studio Team Services build plan for building iOS and other platforms in the cloud.
* An early peek at the next major release of Visual Studio, including the new and dramatically improved setup experience, the lightweight installation option with support for any language, and an early view on some innovation themes for the next version of the C# language.

# **DevOps and Cloud Development**

Microsoft provides a comprehensive and open DevOps solution that includes all the development and cloud services that developers need to successfully deliver on a culture of continuous innovation. At Connect(); Microsoft released significant additions to its DevOps solution to further extend it to new scenarios for developers.

* **Announcing Visual Studio Team Services (formerly Visual Studio Online)**

This name change reflects the cloud development services that are the foundation of what was formerly Visual Studio Online. Key new features in Visual Studio Team Services include a new Team Foundation plugin for IntelliJ IDEA, Code Search extension preview, Package Management extension preview, Release Manager extension preview, a new customizable and task-based Build service, and dashboards that provide visibility into a team’s progress. *For more information, please see our announcement on the* [*Visual Studio ALM blog*](http://blogs.msdn.com/b/visualstudioalm/archive/tags/team%2Bfoundation%2Bserver/)*.*

* **A HockeyApp extension is available in the Visual Studio Marketplace, with a free tier**

The HockeyApp extension enables developers to extend their existing DevOps workflow to their mobile apps. Microsoft also introduced a HockeyApp free tier that enables a single developer to manage two apps and take advantage of all the capabilities of HockeyApp. *For more information, please see our announcement on the* [*HockeyApp blog*](http://aka.ms/HAConnectBlog)*.*

* **Azure Service Fabric available in public preview**

Azure Service Fabric is now available in public preview, making it easy for developers to build and operate microservice-based applications at scale that fully integrate with Microsoft Azure and Visual Studio. The preview includes support for .NET development on Windows Server, with Linux support expected in 2016. *For more information, please see our announcement on the* [*Azure blog*](https://azure.microsoft.com/en-us/blog/)*.*

* **Azure Dev/Test Labs is available in public preview**

Azure Dev/Test Labs provides a cloud-based solution for developers to manage Dev/Test environments. *For more information, please see our announcement on the* [*Azure blog*](https://azure.microsoft.com/en-us/blog/)*.*

* **Team Foundation Server 2015 Update 1 will be available Nov. 30**

New features include dashboards that provide visibility into a team’s progress on work, code, tests and builds, Git and Team Foundation Version Control in the same team project, the ability to query Kanban columns, and SonarQube Analysis build tasks that work with on-premises and hosted agents. *For more information, please see our announcement on Nov. 30 at* [*Brian Harry’s blog*](http://blogs.msdn.com/b/bharry/)*.*

Other announcements related to cloud development included these:

* Docker tools for Visual Studio RC, enabling developers to work with Docker containers from Visual Studio targeting both Linux and Windows containers
* Azure SDK 2.8, providing diagnostics of production applications on Azure and Azure Resource Manager template creation
* Azure diagnostics, now offered as part of Visual Studio Application Insights, providing system and infrastructure data in one place

# **Additional Announcements and Releases**

* **Microsoft Graph General Availability (GA)**

The Microsoft Graph offers developers a consistent way to access data, intelligence and APIs within the Microsoft cloud, and with a single authorization token. Any developer capable of making an HTTP request can call the API from any platform, and once-siloed Office 365 services can now be directly navigated via the Microsoft Graph.

Below are details of what’s generally available, and what’s in preview, via graph.microsoft.com:

* **GA (ready for production).** Users, Files, Messages, Groups, Events, Contacts (personal), Mail, Calendar, Devices and other directory objects. Groups, 0-60 experience and docs
* **Preview (available to explore).** Notification, SDKs, Commercial: People, Organizational contacts, Office Graph, Planner, OneNote, Excel REST. Consumer: Converged Auth. flow support, OneDrive Files, WL profile, Outlook

*For more information, please see our announcements on the* [*Office blog*](https://blogs.office.com/) *and the* [*Office Dev blog*](http://dev.office.com/blogs/)*.*