

**NEWS OVERVIEW**

On Nov. 12, 2014, Microsoft Corp. is releasing a wide range of developer tools and updated services for public preview. Below is a summary of news announcements shared via the live-streamed customer event in New York City. [*http://www.visualstudio.com/connect-event-vs*](http://www.visualstudio.com/connect-event-vs)

**Key Announcements & Releases**

* **Announcing .NET going open source and cross-platform**

The next release of Microsoft .NET will enable all developers to build .NET cloud applications on multiple platforms. Microsoft announced today that the .NET Core server runtime and framework for Linux and Mac will be open source, including runtime and class libraries. This will be implemented and supported by Microsoft, as part of the .NET Foundation, working with the Mono project and the open source community.

*For more information, please see the announcement on* [*S. Somasegar’s blog post*](http://aka.ms/soma-connect).

* **Visual Studio Community 2013 is now available for download**

Visual Studio Community 2013 is the newest addition to the Visual Studio family. This community edition is a free, full-featured development environment designed for students, open source contributors, small companies, startups and individual developers. The community edition includes all the capabilities needed to create compelling non-enterprise applications across desktop, devices, cloud, Web and services, including coding productivity features, cross-platform mobile development tools for Windows, iOS and Android, and full extensibility with access to thousands of extensions.

*For more information, please see the* [*Visual Studio Community 2013 with Update 4 Release Notes*](http://go.microsoft.com/fwlink/?LinkId=518338).

* **Visual Studio 2015 Preview and .NET 2015 Preview are now available for download**

Visual Studio 2015 and .NET 2015 will deliver new capabilities, enabling developers to build applications across multiple platforms — from Windows to Linux to iOS and Android. *Download and try out the next versions of Visual Studio 2015 and .NET 2015 at* [*http://go.microsoft.com/fwlink/?linkid=517106*](http://go.microsoft.com/fwlink/?linkid=517106)*.*

Key new features in Visual Studio 2015 Preview include:

* Ability to create **ASP.NET 5** websites that can run on multiple platforms, including Windows, Linux and Mac.
* Integrated support for building apps that run across devices with integration of **Visual Studio Tools for Apache Cordova** and our new **Visual C++ tools for cross-platform library development.**
* **Connected Services** experience enabling easier integration of services into apps including Office 365, SalesForce and Microsoft Azure Platform Services.
* **Smart Unit Testing (formerly PEX)** technology from Microsoft Research integrated into Visual Studio 2015.
* **New coding productivity capabilities**, enabled by the new .NET compiler platform (code-named “Roslyn”).

*For a full list of what’s new in Visual Studio 2015 Preview, please refer to the following* [*release notes.*](http://go.microsoft.com/fwlink/?linkid=517106)

* **Visual Studio 2013 Update 4 is now available for download**

Available today is Visual Studio 2013 Update 4 RTW, which includes:

* A new **GPU Usage** tool in the **Performance and Diagnostics** hub, which helps developers determine whether the CPU or the GPU is the performance bottleneck.
* Improvements to **JSON** and **HTML** editors, as well as enhanced tools for Azure WebJobs.
* **Support for SQL Server 2014** from SQL Server Data Tool projects and other enhancements.
* Numerous enhancements and new features to **Team Foundation Server**, with highlights such as **Git Pull Requests** and other improvements to work planning, test case management, release management and other capabilities.

*For more information on Visual Studio 2013 Update 4, please refer to the following* [*release notes*](http://www.visualstudio.com/news/vs2013-update4-rc-vs)*.*

**DevOps and Visual Studio Online Investments**

Microsoft continues to invest in technologies and services to help organizations embrace a DevOps culture. Through DevOps practices, organizations can deliver value to customers quickly while gaining better insights into the health and usage of applications.

* **Release Management as a service –** Customersusing Visual Studio Online can now utilize Release Management for Visual Studio. This capability was previously available only to customers using Team Foundation Server. With Visual Studio Online, release management is provided as a hosted service in Preview with no need for customers to set up or maintain any server infrastructure. Release Management for Visual Studio allows organizations to easily orchestrate deployments of source and configuration artifacts across their entire dev/test/production pipelines. This allows teams to release more frequently, with confidence, and embrace a DevOps culture of software development.
* **Cloud Deployment Projects –** Cloud Deployment Projects in Visual Studio help organizations embrace infrastructure and configuration as code, a key DevOps practice. By modeling cloud resources as code, an organization can more easily and reliably provision and configure environments in Azure, which can be used for development, testing and production. Cloud Deployment Projects ship with the Azure SDK 2.5, and also provide built-in blueprints that can help teams get started by providing them with the necessary infrastructure and configuration as code templates for brownfield solutions.
* **Build vNext –** On Nov. 12 Microsoft provided an early preview into the next-generation build system for Team Foundation Server and Visual Studio Online. The next-generation build system will allow teams to more easily create custom build workflows by introducing reusable tasks and a lightweight, Web-based authoring environment. This build system will also be capable of building code from external systems such as GitHub by leveraging the REST APIs and service hooks infrastructure available in Visual Studio Online. Finally, a new cross-platform build agent will allow teams to run builds on non-Windows machines. This makes it possible for the first time to build for iOS and OS X by running builds on Macs.

**Additional Announcement & Releases**

* **Visual Studio Emulator for Android Preview** is now available for download, supporting Visual Studio 2015 Preview. This new emulator will provide a great and integrated experience for developers using Visual Studio to build for Android, including top-notch performance and support for both Apache Cordova and Xamarin projects.
* **Azure SDK 2.5 RTW** is now available for download. In this release new features were added for Visual Studio 2012, 2013 and 2015 Preview developers. New capabilities include:
  + Improvements to cloud diagnostics and remote debugging support for Azure VMs and Cloud Services.
  + **Azure HDInsight tooling –** Developers working on big data scenarios will now have tooling support for HDInsight right from Visual Studio, including the capability to author, run and manage Hive jobs and create/manage Schema.
* **Cloud Code Analysis Pack** **–** Visual Studio 2015 Azure developers will now have access to the preview release of **Cloud Code Analysis Pack** via NuGet, bringing real-time code analysis for Azure-specific scenarios right into the code editor for early warning of problems that could impact deployed applications. *<Link>*
* **Visual Studio Tools for Unity (VSTU) 2.0 Preview** will deliver its first release for Visual Studio 2015 Preview. While VSTU is currently available for Visual Studio 2013, this 2.0 release will include new features such as better support for debugger attributes and visualization for objects.*<Link>*
* **Visual Studio Tools for Apache Cordova** updated CTP for Visual Studio 2013 is now available. This release continues to provide support to developers for testing the Apache Cordova tooling in Visual Studio 2013, including new features such as iOS debugging support, and many other new features and bug fixes.
* **MSDN –** Available today, MSDN subscribers have access to top-of-the-line developer training from Pluralsight. The new benefit provides subscribers with technical, developer-focused training delivered by industry experts. [*More information*.](http://www.visualstudio.com/products/msdn-subscriptions-vs)
* **Release management licensing change –** Effective Jan. 1, target nodes or endpoints to which an application is being deployed no longer need to be licensed. *<Link>*

**Partner News**

* **VSIP offerings**

Available today, Microsoft announced new capabilities and offerings from VSIP partners Perfecto Mobile, UserVoice, LeanKit, VS Anywhere, JetBrains sro, eDev, Tasktop Technologies, PreEmptive, Xamarin and OpsHub. Listed partners also announced new exclusive offers for MSDN customers. *For more information:* [*http://aka.ms/msdnso-1*](http://aka.ms/msdnso-1)