



## What's New in Visual Studio Team System 2008 Team Foundation Server

### Team Foundation Server Build Improvements

#### Build Definitions

- Build definitions replace the build types of Microsoft® Visual Studio® Team System.
- Unlike build types, you can use the Visual Studio Team System client user interface to modify build definitions.
- Build definitions also have workspace support in version control.
- Specify local paths and store the build files in any location you designate in version control.

#### Continuous Integration of Builds

- Specify a trigger for a build when you create a new build definition or modify an existing one.
- Use on-demand builds, rolling builds, and continuous integration where each check-in starts a build.
- Define how long to wait between builds when defining rolling builds.

#### Scheduled Builds

- Run builds on a schedule, even if there are no changes.

#### Build Agents

- Build agents can be named independently of the build computer name.
- Each build agent can connect to a build computer via two ports: an interactive port and the default port used to run builds.

#### HTTPS and Secure Sockets Layer (SSL) for Build

- Users can now set up Team Build to require HTTPS and SSL.

#### New Properties for Customizing Team Foundation Build

- Visual Studio Team System includes new properties for customizing builds. These properties include customizing the behavior of C++ builds, SkipInvalidConfigurations, CustomizableOutDir, and CustomizablePublishDir.

#### New Tasks and Targets for Customizing Team Foundation Build

- Team Build includes a number of new targets that can be overridden to customize the build process.

### Visual Studio Team System 2008 Team Foundation Server Management

Adding large numbers of users to Visual Studio Team System 2008 Team Foundation Server is much more reliable and less likely to cause long delays or other problems. While the total number of supported users has not changed, synchronization of users between Microsoft Active Directory® and Visual Studio Team System 2008 Team Foundation Server completes much more quickly.

### Team Foundation Source Control

#### Destroy

- Destroy or permanently delete source-controlled files from Team Foundation Source Code Control.

#### Get Latest on Checkout

- Enable Team Foundation Source Code Control to retrieve the latest version of a file automatically when you check it out.

#### Annotating Files

- By annotating source code files, you can view line-by-line information in source code about what changes were made, who made the changes, and when the changes were made.

#### Comparing Folders

- Compare two server folders, two local folders, or a server folder and a local folder using source control. You can see differences such as missing items and items that have additions, deletions, or conflicting changes.

### Team Foundation Work Item Tracking

The performance of most work item tracking operations under a heavy load has improved significantly. Throughput has doubled compared to Visual Studio 2005 Team Foundation Server. It now takes less time to complete individual operations. CPU usage on the Team Foundation Server data-tier server has been reduced. Large organizations can support more work item tracking users on their existing servers than they could with the 2005 Visual Studio Team System because Visual Studio Team System 2008 Team Foundation Server is more scalable. Scalability has improved response times significantly of most work item tracking operations when the server is under load. This is especially true for teams of more than 500 people. Large organizations should be able to support more work item tracking users on their existing servers than they could with the 2005 Visual Studio Team System.

### Migration and Synchronization Toolkit

The Migration and Synchronization Toolkit is a framework enabling organizations to easily develop or obtain from partners mirroring tools to synchronize back-ends such as Mercury TestDirector, IBM ClearCase, or IBM ClearQuest. The toolkit enables organizations to gradually adopt Visual Studio Team System 2008 Team Foundation Server and still work with their existing system.

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