ReleaseNotesVersion.2010.3.18a

# Microsoft® Visual Studio® 2010 Release Candidate Virtual Machine Release

## General Release Notes

For the Visual Studio 2010 Release Candidate we have built a single virtual machine image that contains fully installed and configured copies of Visual Studio 2010 Ultimate Release Candidate and Team Foundation Server 2010 Release Candidate. We’ve published three versions of the image, one each for the three current Microsoft Virtualization platforms—Virtual PC 2007 SP1, Windows Virtual PC, and Hyper-V. Instructions for downloading the images can be found [here](http://blogs.msdn.com/briankel/archive/2010/03/18/now-available-visual-studio-2010-release-candidate-virtual-machines-with-sample-data-and-hands-on-labs.aspx).

Depending upon your computer’s host operating system you may have more than one option. Choose the one that works best for you. Hyper-V is recommended for the best overall performance, and for the ease of use with its support for snapshots (which allow you to easily save and restore the state of your virtual machine).

Please note: Each virtual machine is the same. The only difference is the virtualization specific additions that improve performance and ease of use under a particular virtualization platform.

## Rollback

It is recommended that you implement a rollback strategy for restoring this virtual machine to a previous point in time. This is helpful in case you make a mistake, or if you want to reset the state of the original sample data contained within this virtual machine. Each virtualization technology has its own built-in support for rollback. Hyper-V uses *snapshotting* and Virtual PC 2007 and Windows Virtual PC both use *undo disks*. Consult the documentation for the virtualization technology of your choice to learn more about these capabilities.

## Labs / Demo Scripts

A set of 9 hands-on-lab documents, which also function as demo scripts, are available for download along with this virtual machine. To download the lab documents please see the same [post](http://blogs.msdn.com/briankel/archive/2010/03/18/now-available-visual-studio-2010-release-candidate-virtual-machines-with-sample-data-and-hands-on-labs.aspx) mentioned earlier.

## Expiration

The installer for each virtual machine displays the End User License Agreement that you must agree to in order to extract and use the virtual machine. The EULA defines your license to use the virtual machine and the duration of the evaluation period.

The software used to build the virtual machine has different expiration dates.

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| Software | Expiration Notes |
| SQL Server 2008 Evaluation Edition | Expires September 14, 2010 |
| Office 2007 Enterprise Evaluation | Requires registration after 25 executions |
| Project Professional 2007 Evaluation | Requires registration after 25 executions |
| Visual Studio 2010 Ultimate Release Candidate | Expires June 30, 2010 |
| Team Foundation Server 2010 Release Candidate | Expires June 30, 2010 |

## Recommend System Configuration

You will want to provide as much RAM as possible (up to 4 GB) to this virtual machine. We suggest a minimum of 1.5 GB. You should not allocate all of your physical memory to a virtual machine or you can “starve” your host machine of the RAM it needs to complete other tasks. For example, if you have 6GB of physical memory on your computer then a good allocation for your virtual machine might be 3GB. This can be a process of trial and error.

If you have more than one hard drive, place the VHD file on a drive that is different from your system drive. Use the faster spindle rate if it is a mechanical drive or use an SSD drive. If you use an external hard drive, faster interfaces such as eSata or Firewire 800 will work better. Be careful with slower, laptop drives and USB 1.1 interfaces.

## How to Log In

All the accounts use the same password: **P2ssw0rd** (capital letter P, the number two, the letter s, the letter s, the letter w, the number zero, the letter r, and the letter d).

### Virtual PC 2007

Press the Right Alt key + Delete.

### Hyper-V, Hyper-V R2, and Windows Virtual PC

Press Ctrl+Alt+End when using the console interface.

## Feedback

If you have comments or general feedback, please e-mail [vskitfdbk@microsoft.com](mailto:vskitfdbk@microsoft.com). This is not a technical support alias and we do not guarantee replies. However, we will read all messages.