

From: Sara Williams
Sent: Wednesday, June 19, 2002 2:58 PM
To: MSDN Direct Reports
Cc: Tim Sinclair's Direct Reports
Subject: FW: Whidbey and future plans

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From: David Treadwell
Sent: Wednesday, June 19, 2002 1:44 PM
To: Developer Division All
Cc: Eric Rudder's Direct Reports; Gordon Mangione; Paul Flessner; David Thompson (NT); Chris Jones (WINDOWS); Michael Wallent; Iain McDonald; Bill Veghte; Peter Spiro; Billie Jo Murray; Joe Peterson; Jim Allchin
Subject: Whidbey and future plans

We did a great job getting VS.NET launched. We have done a great job making sure we service our customers, with SP's and key fixes. And of course, we have done a great job working across the groups closing down Everett. Many new components will make their formal debut soon, including J#, the Compact Framework and SDE, and our customers are super excited to get their hands on these technologies.

While all of this was going on, we have managed to get a jump on Whidbey planning. Most teams have already done product unit reviews sharing their future plans, and we have made good progress coordinating cross group issues and sharing information from these reviews. Early prototypes of work make it clear that Whidbey is going to be an incredibly compelling release. We will be able to:

Delight our core customer base

Much of our new work will make our core customers very happy. Our RAD is RAD. Edit and continue, simplifications to the IDE, IntelliTask, the My framework effort, and ASP.NET improvements all have great appeal. We will reach out to VB6 users, VC++ users, and Office developers, and make sure all of them can truly embrace .NET.

Extend our leadership in Web Services

We will enhance the framework with work done by the GXA Toolkit team, and bring the benefits of RAD design of web services with Whitehorse.

Deliver compelling performance enhancements

We will make dramatic gains on our working set, execution performance, and scalability.

Ensure that .NET apps are the best apps

Building on our XCOPY work, we will make sure that customers can build and deploy solutions with no impact to client machines.

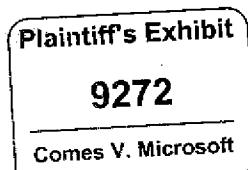
Expand availability of the platform

Integrating the CLR into Yukon will allow database developers to enjoy the advantages of .NET with the stability that they demand in their database. Our 64bit work will allow enterprises to take advantage of new hardware and new scale.

We must deliver all of these features while continuing to excel in the fundamentals – stability, security and overall quality. Our execution in these areas forms the basis of our customer connections, and we can not compromise in these areas.

Is this an exhaustive list of features? No! We will continue to reach out to grow our customer base, especially those mis-guided folks who are working on LAMP today. We will win them over with new ASP.NET features, C++

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language and library enhancements, and other innovations.

As you can see, Whidbey will be a superb product. On the features front, RobertCo will be sending some more mail next week sharing some more details of how teams are contributing to the release. On the schedule side, we have some key constraints. We need to make sure we deliver on our commitment to Yukon, as we are locking arms and aligning our key milestones. We must also support some key early milestones for Longhorn, even though Longhorn will ship final bits after Whidbey.

Our goals for the Whidbey release schedule follow:

07/08/02	M1 Ragged Start
08/05/02	Latest M1 start (Entire division on M1)
08/30/02	M1 Code Complete
09/27/02	M2 Begin
11/22/02	M2 Code Complete
01/31/03	Beta 1 ZBB
03/28/03	Beta 1 RTM
04/25/03	M3 Code Complete
08/15/03	Beta 2 RTM
11/01/03	RC1
12/15/03	RTM

The first milestone has a "ragged start" as some folks, like the CLR folks working on Yukon integration, are already working on Whidbey, and others are eager to get started. Some teams have slightly more work to do on Everett, and will use the later start date. As the first two milestones are happening in parallel with Everett, we have quite a challenge in balancing our priorities; especially in key areas like testing! We will be working as a team to make sure that our priorities are clear over the next few months.

Our schedules allow for both 16 weeks of "planned" coding, and an additional four weeks of "planned/unplanned" coding that will happen after the initial Beta. We will use the latter period of time to respond to the customer feedback that we receive. A key factor in setting the early milestones was allowing us to have a set of bits to distribute at the next PDC, which is scheduled for early April of 03.

Of course, we will gain greater clarity in our schedules as we finish up Everett, but this is our initial stake in the ground.

We have a lot on our plate right now as a division. But we also have an awesome team, a great starting point with our existing products, and an ever-growing customer base. The company is counting on us to win the hearts and mind of developers, and we are confident that Whidbey will take us quite a bit closer towards that goal.

- Eric, Dave, Craig and Tom

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