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## [Insight on Windows Home Server](#)

*Courtesy of Microsoft*



First off, I would like to applaud the transparency with which the Windows Home Server team understands to integrate with the product's development. And in this context, Todd Headrick, the product planner for the Microsoft Windows Home Server, has delivered an insight on the WHS beta program, this time addressing a few recurrent questions. The cost associated with the final release of Windows Home server is certainly one of the most relevant aspects for both the WHS team and for consumers. Headrick has managed to dodge this question. "We are still finalizing the pricing for the software and I can't tell you what our current thoughts are (...) and more importantly - we have to follow a few well defined processes at Microsoft on how everybody gets notified about stuff like pricing," Headrick noted. However, Microsoft has already anticipated in the past that Windows Home Server will come with a price tag similar to that of a low-end PC. At this price, Windows Home Server will support up to 10 machines and users plus a Guest account. The Redmond Company did not take into consideration Client Access Licenses for Windows Home Server. Headrick also revealed that the Windows Home Server team is not ready to make public the product's roadmap. Not even for the next release; still, all feedback is being analyzed and will be incorporated into the server. Windows Home Server is currently in Beta 2 stage. "The home server is meant to be a "headless" device. We have asked our beta participants to install the home server software and then unplug the monitor, mouse and keyboard. After installing the Windows Home Server Connector software on 1 or more of your home computers, you can configure and setup your home server using the Windows Home Server Console application from any of your home PCs," [Headrick](#) added.