

TEAMCITY SUPPORTED ENVIRONMENTS



DEVELOPMENT FRAMEWORKS

JAVA	Maven	
	Gradle	
	Ant	
Build runners	IntelliJ IDEA powered code analysis	
	IntelliJ IDEA project	
Testing frameworks	JUnit	
	TestNG	IDEA Coverage
Coverage		JaCoCo
		Emma
.NET	MS Visual Studio Solutions	
Build runners	MSBuild	
	PowerShell	
NuGet	.NET Process Runner	
	NAnt	
	FxCop	
Testing frameworks	ReSharper powered code analysis	NUnit
		MSpec
		MSTest
Coverage	dotCover	Gallio
	PartCover	xUnit
	NCover	

Other integrations include Rake, XCode, Checkstyle, Google Test, and more.

See full list at jetbrains.com/teamcity/documentation

VERSION CONTROL SYSTEMS

Git	Perforce
Mercurial	Team Foundation Server
Subversion	SourceGear Vault

IDEs

IntelliJ IDEA Platform Based IDEs
Eclipse
MS Visual Studio

CLOUD INTEGRATION

Amazon EC2
VMware vSphere
Microsoft Azure
Google Cloud

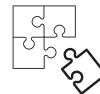
FLEXIBLE PRICING



Professional

- full access to all features
- 3 build agents
- 100 build configurations
- support via public issue tracker and forum
- no time limits
- no user limits

FREE



Additional build agent

- +10 build configurations

\$299



Enterprise

- unlimited build configurations
- 3 build agents
- free update during 1 year
- priority email support

\$1,999



Additional options

- open source projects
- startups

FREE

50% Off



For details on product pricing and licensing, please visit www.jetbrains.com/teamcity

Powerful
continuous
integration
out of the box

TC

—

TeamCity



THE DRIVE
TO DEVELOP

WHY TEAMCITY

Start saving your time from day one

- Setup from a URL
- Periodic and automatic build triggering
- Structured presentation of build results
- On-the-fly build progress reporting
- Convenient and functional web UI

Perform better

- Integration with all major IDEs and issue tracking systems
- Instant feedback with a variety of notifications
- Flexible server and project administration
- Support for complex build chains

Integrate and deploy continuously

- Deployment pipelines
- Multiple deployment environments with deployments history
- Built-in, easy-to-use storage of artifacts
- Per-project permissions, sub-projects, and user groups

Enjoy all-around customer support

- Regular product releases
- Comprehensive online documentation
- Public issue tracker and discussion forum
- Email support

Extend as you go

- 100+ existing plugins, including OSS
- RESTful API for external services
- Java Plugins SDK

WHAT OUR CUSTOMERS SAY ABOUT TEAMCITY

Thank you for such an incredibly good product which is so easy to use and helps make our development team so productive.

Tim Kent,
BNP Paribas

My new hobby, while struggling with Jenkins, is to check if the thing I'm doing is supported natively in @teamcity (spoiler: it always is).

@pauldambra
via Twitter

Thank You @teamcity for nearly 10 years of helping my teams with Continuous Integration... and continuous awesomeness!

@edhaack
via Twitter

The screenshot displays the TeamCity web interface. At the top, there are navigation tabs: Projects, Changes, Agents (284), and Build Queue (698). The current view is 'Integration Tests (Integration tests)' under 'Trunk (10.0)'. The interface shows a list of builds for 'IntegrationBuild (Linux)' and 'IntegrationBuild (MacOS)'. Each build entry includes a build number, test results (passed, ignored, muted), artifacts, and a progress bar with a time estimate. Callouts point to various features: 'Feature branches support' points to the '<Active branches>' dropdown; 'Project hierarchy support' points to the breadcrumb navigation; 'Scalability' points to the 'Agents' tab; 'Complex build pipelines support' points to the 'Build Chains' link; 'Personal builds' points to a specific build entry; 'Built-in artifacts storage' points to the 'Artifacts' link; 'On-the-fly build progress reporting' points to the progress bar; and 'Build time estimates' points to the '1h:19m left' text.

Feature branches support

Project hierarchy support

Scalability
(proven to handle up to 500 agents per server with no impact on performance)

Complex build pipelines support

Personal builds

Built-in artifacts storage

On-the-fly build progress reporting

Build time estimates