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As part of my recent migration to a new computer, I needed to find the product keys for various programs I plan to reinstall. Easier said than done. (When, when will I organize this disaster area of a home office?) Luckily, I found a sweet utility that saved me hours of rummaging through boxes. Magical Jelly Bean Keyfinder quickly and efficiently finds the product keys for installed applications, then you have them printed for storage. It is compatible with all versions of Windows and can dig up the keys for your operating system, Office apps, and various other applications. On my machine there are keys not only for Windows XP and Office 2003, but also for Command and Conquer: Generals (best RTS game ever, if you want my opinion). Keyfinder is fast, free, and incredibly handy. It doesn't even require installation. I recommend it not only for those who migrate to new computers, but for anyone who wants to keep a hard copy of important product keys. Just as duplicate songs somehow find their way into the music library, so do duplicate images appear ing to appear in photo collections. I think the most common culprit is human error, like when you forgetfully download the same batch of images from your camera. Whatever the reason, duplicates sure is a nuisance. Fortunately, there is a great freeware utility that can find and remove them for you: VisiPics.Start by selecting one or more drives and/or folders for VisiPics to scan. Then set the Filter slider to Strict, Basic, Resolve, or somewhere in between. That determines how hard the program will look for differences in your photos. You see, VisiPics doesn't just look for duplicate file names --it actually examines the content of each photo and looks for similarities. The results are presented in a column on the left side of the VisiPics window; just mouse over a particular image and its duplicate(s) to see a preview. To select a duplicate for deletion, click it. (The program can also move duplicates to a separate folder in case you'd rather not delete them.) I turned VisiPics loose on my My Pictures folder, which contains over 4,000 images. It took about 40 minutes to complete its scan, but it did a fantastic job. I definitely recommend this handy app for anyone with a large photo library. The longer you use Microsoft Office, the more likely duplicate records are to creep into your calendar, contact list, and so on. Who knows why these things happen (I'm looking at you, ActiveSync), but they do. Fortunately, there is a pretty painless way to clear these copycat items. Outlook Duplicate Items Remover, or ODIR for Cards, eliminates duplicate contacts, calendar entries, tasks, notes, and email folders. After installing the free program, fire up Outlook and look for the newly added ODIR menu. Click it, then select Remove duplicate items. Select folder you want ODIR to scan; it will find duplicates and reposition them to a subfolder (without actually deleting anything, so you're safe against accidental matches). I've used this here many times; it is fast, easy and efficient. ODIR is compatible with Outlook 2000 and later. Passwords are as much a part of everyday computing as e-mail and word processing. But most people I know are terrible about managing passwords. Either they can't remember them, they make bad choices when they pick them, or they have so many in circulation, they can't keep them all straight. Sometimes it's a combination of all three. That's why it's critical to install and use a password manager. These programs are designed to store all kinds of critical information: passwords, credit cards, Social Security numbers, software registrations, and so on. After you enter your data, you only need to remember one password: the one that unlocks the application. I use my password manager almost daily. When I buy something online, I don't have to run up to find my wallet -- I just copy and paste the number out of the password manager. Similarly if I can't remember the password I chose for, say, a photo-sharing site I signed up for three months ago, I don't have to go through the forgotten password process --I just fire up the program. I won't tell you which password manager I'm using, because it's years in too old and I'm in the process of migrating to a new one. I will say that there are countless commercial programs to choose from and a handful of freebies. In the latter category, KeePass is a popular choice, offering robust features such as password generation and auto-filling (it automatically adds passwords where needed). It also comes in a portable version for USB devices. Rick Broida writes PC World's Hassle-Free PC blog. Sign up to receive Rick's newsletter email to you every week. Note: When you buy something after clicking on links in our articles we can earn a small commission. Read our affiliate link policy for more details. If you're wondering how to download Minecraft to PC, you've come to the right place. We will have you up and running faster than you can say Creeper? Aw man! There are two PC versions of Minecraft available to download: Minecraft Java Edition or Minecraft for Windows 10 (commonly known as Bedrock). There are some notable differences between the two versions. Bedrock doesn't have an updated combat system, but it allows crossplay with Xbox One and mobile, and has some content that Java doesn't have. Meanwhile Java only allows players to play with other Java players, but has more public servers and a better modding scene. If you are not quite sure which one to choose then we advise going for Java, as it includes a free copy of Bedrock with it. Ready to get creative? Read on for our simple steps on how to download Minecraft for PC. (Photo credit: Mojang) 1. Go to minecraft's siteFirst things first, you want to mosey on over to the Minecraft site. From here you should be greeted by a great picture of Steve Alex overlooking a Minecraft world. Look to the left and there should be a green box that says get Minecraft. Click on it. It. Click the button, you now have to make a choice: which version of Minecraft do you want to download? The options here are computer, mobile, console, and others (yes, there are so many versions of Minecraft!). For this guide we want to click on the one marked 'computer'. 3. Minecraft Java Edition or Minecraft Windows 10 (Bedrock)? I know, we still choose which Minecraft we want! But we're almost done. The next choice you have to make is which version do you want to download: Java Edition of Minecraft or Windows 10 (Bedrock) version? If you chose the Windows 10 game, you will be transported to a version-specific Minecraft page with a buy button. Click 'buy' and then move to the Microsoft Store where you can buy that version of the game and install it right away. Note: If it's the Windows 10 version you were looking for, you're all done now! However, to download Minecraft Java Edition, click that version, on the left, and when the next page loads, click purchase. 4. Registration for Minecraft.NetWhile Windows 10 users are now complete, there are still a few things left to do to grab the Java Edition. Once you have turned on 'buy', we will need to register a new account with an email address and password. Generic passwords are not allowed, so no animal names and whatnot. When it's all filled in hit register then open a new tab and pull up your email inbox. You should have received a four letter code which you now have to enter back on the Minecraft website to proceed. Enter the code in the box, turn 'verify' and you are almost done. 5. Time to buy and install MinecraftNow will purchase page. Enter your card details, double check the amount at the bottom, and when you're satisfied, click on the purchase banner at the bottom. Wait until the page loads and you will be thrown to the purchase complete screen. Click download for Windows and a file called MinecraftInstaller.msi should be auto-downloaded. Click on that file and the game will install. From here, just power through the next until it's installed and beat the finish. A new window should open (it's Minecraft launcher), sign in with your email address and password then click play. Now just sit back as Minecraft Java Edition downloads and you can jump into the world of endless fun. Today's best Minecraft dealsThe history of Minecraft -- the best selling PC game ever It's always fun to look back at old PC ads, right? Back when 48KB of RAM was a huge deal, or when a 450MHz processor was the norm, or when 10MB of storage space was more than anyone expected to fill in a lifetime. Nowadays I have several terabytes of storage capacity ... and it just keeps filling up. It's just video games. One of 2016's large-scale PC game trends--emphasis on large--was the rapid inflation of download sizes and driving in footprints. It's becoming a problem, and one that's quickly putting PC games out of the reach of some people. Let's delve into why before you examine potential solutions. Breaking 50GB 50GB Seagate Barracuda Pro 10TB This 10TB drive is really large and astoundingly fast (for a hard drive), and is also fragile on power consumption. All in all, it's the best consumer 3.5-inch internal hard drive we've ever tested by a long shot. I love our digital future. I really do. Moving to Steam and away from traditional retail channels has enabled a much more diverse gaming industry--releasing as small and meditative as Wizardry! or as gun-happy as Doom reboot. It is allowed for the revival of long-dead genres like the isometric CRPG, leaving us with Wasteland 2 and Divinity: Original Sin and Pillars of Eternity. It's given us back B-games, in the middle of the market I thought died with THQ games like Shadow Warrior 2 and Obduction, too big to feel indie in the traditional sense but still comparatively small when set up against games from Ubisoft and EA. And if I contrast the size of my Steam library with my not-so-huge apartment... yes, I'm pretty grateful my games don't take up physical space nowadays. I'd drown in jewel cases. 2016 gave way to some truly massive releases though--and again, I'm talking massive in terms of hard drive footprints, not marketing dollars or shelf presence or whatever. The biggest I've seen: The Double-Packed Call of Duty: Infinte Warfare and Modern Warfare Remastered. Call of Duty: Infinte Warfare Call of Duty: Infinte Warfare - 75GB so you can get bored by this guy for six hours. Want to take a guess at how much space the couple requires? Tighten yourself and tighten the hard drive, as it is 120GB. Yes, over 100GB of space to install the pair, with Infinte Warfare taking up 75GB of it all by itself. Just to break it down in more concrete terms: If the PC version of Infinte Warfare was released during the Xbox 360 era, it would have taken about ten DVDs to hold all that data. Even with Blu-ray, you would need two dual-layer discs for Infinte Warfare alone. Others are not far behind. Gears of War 4? 73GB. Forza Horizon 3? 50GB. The above-mentioned Doom? 65GB. Hitman? Also sits at 65GB now that its first season is finished. Doom There's a reason games take up so much space, and we only have ourselves to blame for demanding ever-increasing fidelity. High-resolution textures and uncompressed sound are storage pigs. But it still stings a bit, when a few years ago the biggest games topped out at around 30GB--and even that was a rarity. When Titanfall hit 50GB back in 2014, it literally made headlines. Respawn had to come out and explain why it was so big. (All the uncompressed sound!) Now it's commonplace--and also a little puzzling. Solid-state units are getting cheaper every week, it seems, but that space still comes at a premium. Most people I know are running-on their site-a 500GB SSD. Factor in

your OS install and a few programs and you've only got enough space for four or five of these massive games. Crazy. The original Titanfall made headlines in 2014 for its 50GB install. More More and more pressing, the fact is that it's simply not feasible for many people to download 50GB of data a few times a month. I'm blessed with an excellent Internet connection here in San Francisco, but my colleague Brad Chacos doesn't have quite the same luck in New Hampshire, nor do most people in the United States. A 50GB-plus game install could tie up your bandwidth throughout the day, or maybe several days. The situation is even worse if you have a data cap to contend with—a reality now for many in the US, thanks to Comcast's latest Oh gee, only one percent of our users need a terabyte of data per month lockdown. I bet a good chunk of that one percent plays and installs a lot of video games. Even if you only install a single game every month, you're talking maybe 60GB to 70GB for the game itself, then a few more GB for them day one patches and probably some multiplayer matches. There is almost a tenth of your monthly 1TB usage, gone. But why? What irks me is that for many people, these supersized installs are completely unnecessary. EVGA GeForce GTX 1060 GAMING (Single Fan) Sure, there are edge cases where performance might be better with uncompressed sound or textures (that was Titanfall's argument), but basically it's for enthusiasts with high-end hardware. If you're running a game on a single GeForce GTX 1060, do you really need assets destined for 4K? Probably not. If you play in English, do you need to install uncompressed audio for a dozen other languages? Nein, I'm sorry. And if you only ever plan to play single player, do you need all the multiplayer stuff too? Though it's largely finished on PC, the strange transition period between physical and digital media has left us with some awkward baggage—namely, that we're still packet games as if they were pressed to disc, and everything has to be included in the box. A better model is easily obvious. Software already uses it, and has been for years. For example, when you go to installing Microsoft's Visual Studio, you get a long list of files that you may or may not need. Select the ones you want, ignore the rest, and save yourself some device space. Visual Studio Pretty standard, right? So why not in games? Oh, we're just starting to see this modular approach taken in video games. Shadow of Mordor, for example, allowed players to install the oversized HD Content pack if they had enough VRAM to make higher res textures viable. Fallout 4 does the same, with its recently announced 58GB (58GB!) high-resolution texture pack offered as an optional add-on. Steam Call of Duty-of-all-has decoupled its single player and multiplayer portions ever since Modern Warfare II. If you own any of the games in Steam, you'll notice, for example, separate entries for Call of Duty: Black Ops II, Call of Duty: Black Ops II - Multiplayer, and Call of Duty: Black Ops II – Zombies. That method was unwieldy and left my Steam library a but it's even cleaner now. Call of Duty: Black Ops Ops and Infinite Warfare simply listed their single player and multiplayer modules as DLC, so you can uninstall it in the same way as any other add-on. Steam I'm not saying these are the only-or even the best-solutions. But I offer them up to hopefully get us talking about this issue before it gets worse. The gaming industry must ease the burden of these gigantic installations. Let the people who want (and can manage) 80GB downloads continue as usual, but the flexibility of pc as a platform should mean that there is a way for people who don't need the whole package to pick and choose, be it by accepting downgraded assets or by installing only one mode at a time, or whatever other developer might think of. The data-capped masses will thank you for that, developers—like our poor SSDs. Note: When you buy something after clicking links in our articles, we can earn a small commission. Read our affiliate link policy for more details. Details.

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