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## Outlook download pc free

By Travis Meyer Although the iPhone is an Apple product, the device fully supports synchronization with Microsoft Outlook on your PC. Apple products have not always been compatible across multiple platforms, but recently, operating system designers have made more of an effort to ensure their device works on your computer, regardless of its operating system. As long as you have the necessary USB connector cable that is included with the iPhone, syncing your iPhone with Outlook is a straightforward process that only takes a few minutes. Click the "Start" menu, select "Program Files" and click "iTunes." iTunes will open on your computer. Connect your iPhone to your computer using the device's USB connector cable. Wait for your iPhone to establish a connection with your computer. Once the device has successfully connected, your device will appear beneath "Devices" on the left side of the iTunes program window. Click the name of your device. A summary of the contents of your device will appear on the right side of the iTunes window. Click the "Info" tab above the summary of your iPhone's contents. Click to check the box next to "Sync Contacts with" and select "Outlook" in the drop-down menu. Scroll down and click to check the box next to "Sync Calendars with" and select "Outlook" from the drop-down menu. Click to check the box next to "Do not sync events older than" and type the number of days you want to restrict your calendar history to displaying. Scroll down and click to check the box next to "Sync Mail Accounts from" and select "Outlook" from the drop-down menu. Type your email address in the text field. Scroll down and click to check the box next to "Sync notes with" and select "Outlook" from the drop-down menu. Click the "Sync" button at the bottom of the iTunes window. This will sync your Outlook contacts, calendars and notes with your iPhone, but in order to send and receive email messages from your Outlook account on your iPhone, you need to configure your iPhone's Mail application settings. Turn on your iPhone and enter the passcode if you have one. Tap "Mail, Contacts, Calendars" from the menu. Tap "Add Account" and then tap your email account provider. Type the login information into the corresponding text fields and tap "Next." Tap "Save" to finalize the setup of the email account on your iPhone's Mail app. Outlook for Mac is not free. You can't download Outlook on your Mac for free unless you try it out as a free 30-day trial version of Microsoft 365. You could use the free webmail version of Outlook at Outlook.com, or there are other POP and IMAP email clients that you may want to explore. Information in this article applies to Outlook for Mac. When you download the Microsoft 356 30-day trial you're asked for your credit card number. You can cancel anytime or continue to use Microsoft 365 for a monthly charge. The free download gives you access to Outlook and the other Microsoft 365 programs for 30 days on up to five Macs or PCs. You can also install the Office mobile apps on up to five tablets and five phones. You will get up to 1 TB of cloud storage per user for up to five users. If you have multiple devices and users in your household, you may find it of value. Microsoft 365 is a subscription service, meaning that you receive regular updates instead of purchasing and installing updates. If you prefer, you can re-enable full functionality by purchasing a copy of Office for Mac or the product key that allows you to continue using it. Outlook has its advantages, especially if you use it at work or at home. The cross-functionality between Mac, PC, tablet, and phone apps ease the learning curve. However, it isn't the only choice. For free Mac email programs and services that do not expire, consider these choices: Top Free Mac Email Programs. These email clients can be used with POP and IMAP to handle your email. These programs retain email message copies on your Mac rather than on the cloud or webmail servers. An advantage of these clients is that messages can be migrated to a different email client. You can import Outlook messages into a new client, and vice versa. If you have multiple email accounts, look for clients that handle multiple addresses. Top Free Web-Based Email Services. If you don't need an offline email client on your Mac, use a free webmail service to manage your email online from any web browser or computer, regardless of the operating system whether it's Mac, Windows, Android, or Linux. A disadvantage of these services is the advertisements. There are paid options that are less expensive than Microsoft Office and have different features. Thanks for letting us know! Tell us why! It's always fun looking 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 multiple terabytes of storage capacity...and it just keeps filling up. It's all video games. One of 2016's large-scale PC gaming trends—emphasis on large—was the rapid inflation of download sizes and drive footprints. It's becoming a problem, and one that's fast putting PC gaming out of reach for some people. Let's dig into why before examining some potential solutions. Breaking the 50GB barrier Seagate Barracuda Pro 10TB This 10TB drive is truly vast and stupendously fast (for a hard drive), and is also miserly on the 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 all-digital future. I really do. Moving to Steam and away from traditional retail channels has enabled a much more diverse games industry—releases as small and meditative as Sorcery! or as gun-happy as the Doom reboot. It's 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 the B-games, 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 put up against games from Ubisoft and EA. And if I contrast the size of my Steam library with my not-so-huge apartment...well, I'm pretty grateful my games don't take up physical space nowadays. I'd be drowning in jewel cases. 2016 gave way to some truly massive releases though—and again, I'm talking massive in terms of hard drive footprint, not marketing dollars or shelf presence or whatever. The largest I've seen: The double-packed Call of Duty: Infinite Warfare and Modern Warfare Remastered. Call of Duty: Infinite Warfare Call of Duty: Infinite Warfare - 75GB so you can be bored by this guy for six hours. Want to take a guess at how much space the pair requires? Brace yourself and brace your hard drive, because it's 120GB. Yes, over 100GB of space to install the pair, with Infinite Warfare taking up 75GB of that all by itself. Just to break that down into more concrete terms: If the PC version of Infinite Warfare were released during the Xbox 360 era, it would've required approximately ten DVDs to hold all that data. Even with Blu-ray, you'd need two dual-layer discs for Infinite Warfare alone. Others aren't far behind. Gears of War 4? 73GB. Forza Horizon 3? 50GB. The aforementioned Doom? 65GB. Hitman? Also sitting at 65GB now that its first season is complete. Doom There's a reason games take up this much space, and we have only ourselves to blame for demanding ever-increasing fidelity. High-resolution textures and uncompressed audio are storage hogs. 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 that large. (All that uncompressed audio!) Now it's commonplace—and also a bit baffling. Solid-state drives are getting cheaper every week it seems, but that space still comes at a premium. Most people I know are running—at most—a 500GB SSD. Factor in your OS install and a few programs and you've only got enough room for four or five of these massive games. Crazy. The original Titanfall made headlines in 2014 for its 50 GB install. More important, and more pressing, is the fact that it's simply not feasible for many people to download 50GB of data a couple 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 all day, or maybe multiple days. The situation is even worse if you have a data cap to contend with—a reality now for many in the United States, thanks to Comcast's recent "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 each month, you're talking maybe 60GB to 70GB for the game itself, then another few GB for those day one patches and probably some multiplayer matches. There's nearly 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 audio or textures (that was Titanfall's argument), but by and large 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 designed for 4K? Probably not. If you're playing in English, do you need to install uncompressed audio for a dozen other languages? Nein. And if you only ever plan to play singleplayer, do you need all of the multiplayer stuff too? Though it's largely completed on the PC, the weird transition period between physical and digital media has left us with some troublesome baggage—namely, that we still package games as if they were being pressed to disc, and everything needs to be included in the box. A better model is readily apparent. Software already uses it, and has for years. When you go to install Microsoft's Visual Studio, for instance, you're given a long list of files you may or may not need. Mark the ones you want, ignore the rest, and save yourself some drive 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 instance, allowed players to install the oversized "HD Content" pack if they had enough VRAM to make higher-res textures viable. Fallout 4 is doing the same, with its recently announced 58GB (58GB!) high-resolution texture pack being offer as an optional add-on. Steam Call of Duty—of all things—has decoupled its singleplayer 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 mess, but it's even cleaner now. Call of Duty: Black Ops III and Infinite Warfare simply listed their singleplayer and multiplayer modules as DLC, so you can uninstall it the same 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 games industry needs to ease the burden of these gargantuan installations. Let the people who want (and can handle) 80GB downloads continue as normal, but the flexibility of the PC as a platform should mean there's 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 else developers can think up. The data-capped masses will thank you for it, developers—as will our poor SSDs. Note: When you purchase something after clicking links in our articles, we may earn a small commission. Read our affiliate link policy for more details. If you're wondering how to download Minecraft for PC, you've come to the right place. We'll have you up and running faster than you can say "Creepier? 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 does allow for crossplay with Xbox One and mobile, and has some content that Java doesn't. Meanwhile Java only allows players to play with other Java players, but has more public servers and a better modding scene. If you're not quite sure which to choose then we advise going for Java, as it included a free copy of Bedrock with it.Ready to get creative? Read on for our simple steps on how to download Minecraft for PC.(Image credit: Mojang)1. Go to the Minecraft websiteFirst things first, you'll want to mosey on over to the Minecraft website. From here you should be greeted by a large picture of Steve and Alex overlooking a Minecraft world. Look to the left side and there should be a green box that says 'get Minecraft'. Click on that. Upon clicking 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 that 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're still picking which Minecraft we want! We're nearly done, though. The next choice you have to make is which version do you want to download: the Java Edition of Minecraft or the Windows 10 (Bedrock) version?If you opted for the Windows 10 game you'll be transported to a version-specific Minecraft page with a 'buy' button. Click 'buy' and you'll then move to the Microsoft Store where you can purchase that version of the game and install it right away. Note: If it's the Windows 10 version you were after, you're all done now!If you'd like to download Minecraft Java Edition, however, click on that version, on the left, and when the next page loads, click buy. 4. Registering for Minecraft.NetWhile Windows 10 users are now finished, there are still a few things left to do to grab the Java Edition. After you hit 'buy', we'll need to register a new account with an email address and password. Generic passwords aren't allowed, so no animal names and whatnot. Once that's all filled out hit 'register' then open a new tab and pull up your email inbox. You should have received a four letter code you'll now need to enter back on the Minecraft website to move on. Enter the code in the box, hit 'verify' and you're almost done. 5. Time to Buy and Install MinecraftNow comes the buy page. Enter your card details, double check the amount at the bottom, and when you're happy, click the 'purchase' banner at the bottom. Wait for the page to load and you'll be jettisoned to the 'purchase complete' screen. Click on 'download for Windows' and a file named 'MinecraftInstaller.msi' should auto download.Click on that file and the game will install. From here, just power through 'next' until it's installed and hit finish. A new window should open (that's the Minecraft launcher), log in with your email address and password then click 'play'. Now just sit back as Minecraft Java Edition downloads and you can jump into a world of endless fun.The history of Minecraft - the best selling PC game ever

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