

Windows 10

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Gaming Microsoft Minesweeper is 119 megabytes. That is obscene. self:Windows10
 submitted 9 hours ago by PoreJudIsDaid
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mokkai_moonji 39 points 8 hours ago
 The architecture of Windows store apps causes this. A normal application, say 7-Zip that you download from internet can an use external MS or Non-MS dependency (ex: A library to parse XML) easily. In this case the app developer expects this library to be present in system32 directory in every machine the app is run. This is both a pro and a con. The developer of this dependency is expected to patch security updates etc.. and not the developer of the app. However Windows store apps are built with all the dependencies within, making the app developer responsible for all updates and security updates even for the dependencies. Every change in dependency means the whole app has to be pushed to store again as an update even though nothing has changed in the app. This makes the app more reliable as the app developer can choose to ignore an update to the dependency if deemed unsuitable for the app. But this also makes the app huge in size. Some trivial dependencies are now forced to be included as part of the application eventhough it is safe to assume it is already present in your machine. The same goes for Android apps and Ubuntu's Snapcraft. At the end of the say it's a careful choice between user experience (one click app install, developer working hard to keep app updated) or developer convenience (develop less, blame it on Operating system, external libraries etcif something breaks)
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PoreJudIsDaid [S] 10 points 8 hours ago
 Wow! Thanks for the information.
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martinsuchan 1 point 3 hours ago
 Good to mention that Store uses differential app updates, so if the app has total size of 120MB and you change only one DLL, only the single modified DLL is downloaded with some additional digital signature and metadata. Same goes when downloading app for the first time, if it uses same dependencies as already installed apps, those dependencies are not downloaded again, but reused.
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johnny1711 1 point an hour ago
 That still doesn't really explain why Minesweeper is that big though, wtf kind of external libraries are they using that add up to over 100 MB? Does Minesweeper have Havoc bomb physics now or what?
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thunderust 14 points 8 hours ago
 them 4k texture packs \s
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stripainais 7 points 6 hours ago
 If only those 119 megabytes also meant quality! Adventure mode has some serious graphical glitches with tiles disappearing when you reach the end of a level, which can be worked around if you zoom in.
 I'm playing Sudoku now, and it has achievements for game modes that don't even exist!
 It is clear that these Windows 8 era games have long been abandoned (my guess is Microsoft ended [the partnership with Arkadium](#)), which kinda reminds me of [what happened to Pinball](#).
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Danielx64 2 points 9 hours ago
 From the windows store right?
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PoreJudIsDaid [S] 3 points 9 hours ago*
 Yeah, from the Windows Store. Minesweeper from Windows XP is 117 kilobytes. Windows 7's version was 5 megabytes including the .dll. Minesweeper is a simple game. It should not need a lot of bells and whistles.
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AtlasCouldntCarryYou 1 point 8 hours ago
 I'm sure I could find one if I googled around, but is there any source for the old win7/xp games, or do they have to be extracted from their respective OSs?
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Danielx64 3 points 7 hours ago
 Probably better to extract then from win 7 IMO.
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MisterBurn [score hidden] 37 minutes ago
 Try WinAeroTweaker. More specifically try this: <https://winaero.com/blog/get-windows-7-games-for-windows-10/>
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iamwarpath 3 points 8 hours ago
 Micro transactions
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Date

this post was submitted on 11 Oct 2018

37 points (79% upvoted)

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/r/ClearShift theme v4.0.7

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