MT may get improvements for desktop application

Microsoft Teams may shortly get performance improvements for its desktop application that will gash down on RAM and CPU usage. A customer had brought up the problem of the Microsoft Teams desktop application consuming a lot of RAM on the Microsoft Teams community forum.

Microsoft has confirmed in a status update that it was "working" on the matter. Teams also got other updates this month, including an offline auto-send choice and the ability to include up to 10,000 customers in an organization-wide team.

Apart from updating its status update to give back that it would work on the problem of the desktop app of Teams consuming a lot of RAM, Microsoft did not reveal any more information about how it would improve performances. It is possible that it could take a while before Microsoft takes care of this problem.

First highlighted in a report by WindowsLatest, the publication notes that it is common knowledge that Microsoft Teams is not optimized for all storage configurations, and sometimes lags on devices with HDD.

Users have been complaining about the Microsoft Teams forum about performance problems that pop up when using the app on Windows devices that have not enough storage configuration. As per customers, the application takes a lot of RAM even when not being used to its full capacity.

Meanwhile, Microsoft outlined all the latest updates Teams got this month in a blog post. Offline auto-send is the latest feature that identifies when Teams messages are sent or edited when the customer is offline. The messages are automatically

sent once the customer is online again.

Microsoft will also let huge teams collaborate simply now. Global admins can generate organization-huge teams with up to 10,000 members. When organization-huge teams are created, all worldwide admins and team service administrators will be added as team owners and all active customers as team members.