SelesGames.Phone.UI

Uses old version of System.Reactive | UPGRADED TO NEW

SelesGames.WP.IsoStorage

Uses older version of SharpZipLib

SelesGames.WP.IsoStorage.Protobuf

Uses old version of protobuf

SelesGames.WP.Rest

Uses old version of SharpZipLib

SelesGames.WP.Rest.JsonDotNet

Uses old version of Newtonsoft.Json

SelesGames.WP.Rest.Protobuf

Uses old version of protobuf

ToastPromptControl

Uses old version of System.Reactive | UPGRADED TO NEW

weave.Common.Reactive

Uses old version of System.Reactive | UPGRADED TO NEW  
 Uses old version of System.Reactive.Windows.Threading | UPGRADED TO NEW

weave.UI.Advertising.Mango

Uses old version of Microsoft.Advertising.Mobile  
 Uses old version of Microsoft.Advertising.Mobile.UI

weave.Data

Uses old version of protobuf

weave.RSS

Uses old version of protobuf  
 Uses old version of SharpZipLib