

# Intel Graphics Control Panel

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dotnet/aspnetcore

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Homepage: <https://github.com/dotnet/aspnetcore>

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Microsoft.CSharp 4.7.0

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Microsoft.Data.Sqlite

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Homepage: <https://dotnet.microsoft.com/apps/aspnet>

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Microsoft.Data.Sqlite.Core

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Microsoft.NETCore.UniversalWindowsPlatform

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Homepage: <https://github.com/Microsoft/dotnet/blob/master/releases/UWP/README.md>

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Microsoft.Toolkit.Uwp.UI.Animations

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Homepage: <https://github.com/windows-toolkit/WindowsCommunityToolkit>

## Windows Community Toolkit

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Microsoft.Toolkit.Uwp.UI.Controls

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Homepage <https://github.com/windows-toolkit/WindowsCommunityToolkit>

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Microsoft.Windows.SDK.Contracts

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Homepage: <https://www.nuget.org/packages/Microsoft.Windows.SDK.Contracts>

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If you use Silverlight to access content that has been protected with Microsoft Digital Rights Management (DRM), in order to let you play the content, the software may automatically

- request media usage rights from a rights server on the Internet and
- download and install available DRM Updates.

For more information about this feature, including instructions for turning the Automatic Updates off, go to <http://go.microsoft.com/fwlink/?LinkId=147032>.

- Web Content Features. Features in the software can retrieve related content from Microsoft and provide it to you. To provide the content, these features send to Microsoft the type of operating system, name and version of the software you are using, type of browser and language code of the device where you installed the software. Examples of these features are clip art, templates, online training, online assistance, help and Appshelp. You may choose not to use these web content features.
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MvvmLightLibsStd10

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Nito.Mvvm.Async

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NLog

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NLog.Config

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Serilog.Sinks.File

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SQLitePCLRaw.bundle\_e\_sqlite3

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SQLitePCLRaw.bundle\_green

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SQLitePCLRaw.bundle\_winsqlite3

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System.Dynamic.Runtime

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System.Reactive

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System.Runtime.WindowsRuntime

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