**Deployment Instructions**

1. Check version string in globals
2. Check that OpenAL64 load line is commented out
3. Run Codacy and fix up code
4. Clean and build in Netbeans twice
5. Run launch4j and create .exe
   * “Required” folder =
     + Next to .exe
     + Must have. jars AND .dlls !
   * l4j Settings
     + Basic
       - changedir
         * ./
     + Classpath
       - \*.\*
6. Delete “launch4j log” next to executable
7. Test executable
8. Copy deployable folder to downloads
9. Rename to EE9 VX-X-X.zip
10. Compress into ZIP, using special settings in image
11. Add Google Drive\Personal\Computery\SlickGame Versions
12. Put old version in Archive folder
13. Update Changelog
14. Send wiki link to subscribers
    * Victor
    * Jazz
    * Ben
    * Oliver
    * Wendy
    * Nisarg