* Remove theoreticalPPH.gp and replace with theoretical.inputs and .outputs. Update theoreticalPPH to store item inputs and outputs instead of gp
* Dynamically inject DISPLAY variable from host to container, isntead of random guessing <https://stackoverflow.com/questions/60730229/kubernetes-pods-inject-environment-variable-from-host-node>
* Add settings to Account filter in gql
* Improve Java gql code and add variables support
* Fix DBClient script params
* Update gameclients
* Add excess external computers to cluster
* Create kube install scripts for Windows and other OSes
* Finish gql items
* Finish tweaks to gql item scraper
* Create quest scraper
* Update proxy scraper to ignore timeouts
* Figure out UUID and MACAddress spoofing
* Update requirements and figure out the problem of array filtering
* Update Gameclient namechange in Kubernetes
* Add listeners logic, so that resources that require other resources dont break when the required resource is deleted/modified
* Add AccountLocation to models
* Make kube externalyl accessible
* Add livenes checks to gameclients
* Fix error-crash loop on clientExit