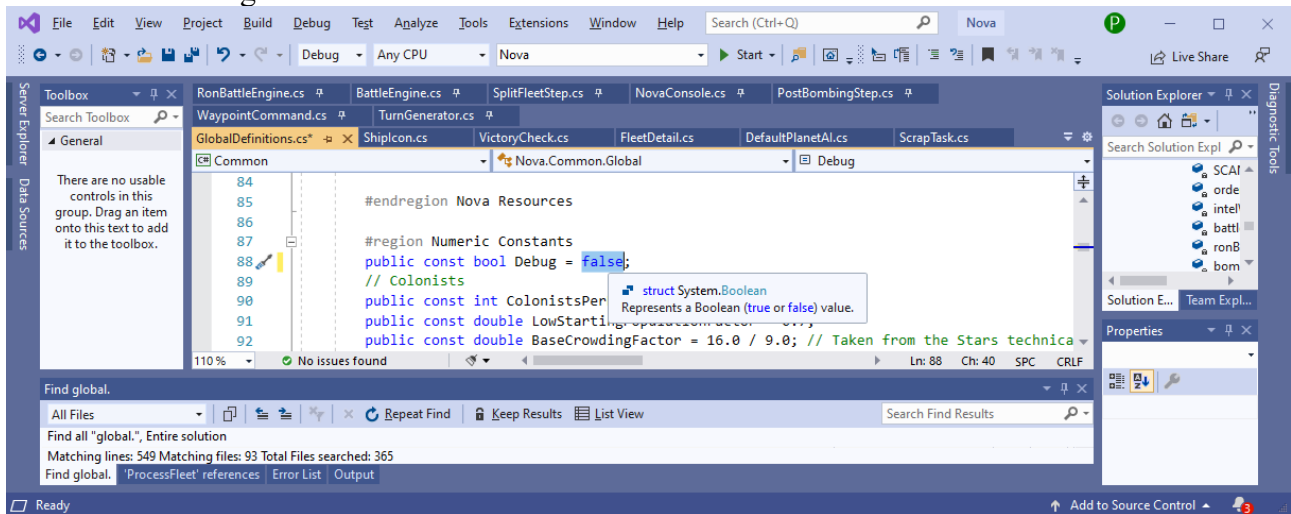


## How To Build a Release of Stars!Nova

1/ set Global.debug to False:

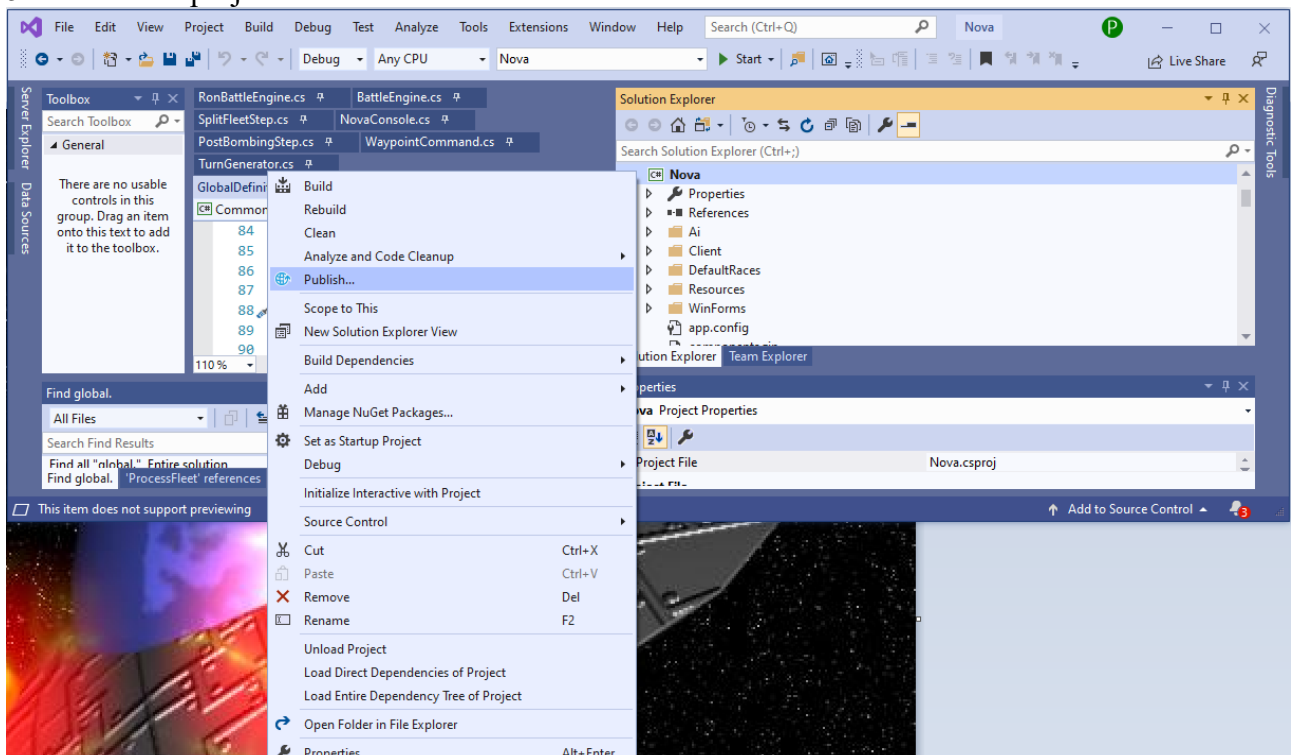


2/ if components.xml has changed update components.zip








3/ if DefaultRaces folder has changes update DefaultRaces.zip

4/ if files in the Graphics directory tree have changed update Graphics.zip

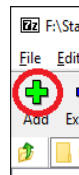
5/ Publish the project



6/ Create a self-extracting 7zip file that contains all of the published material:

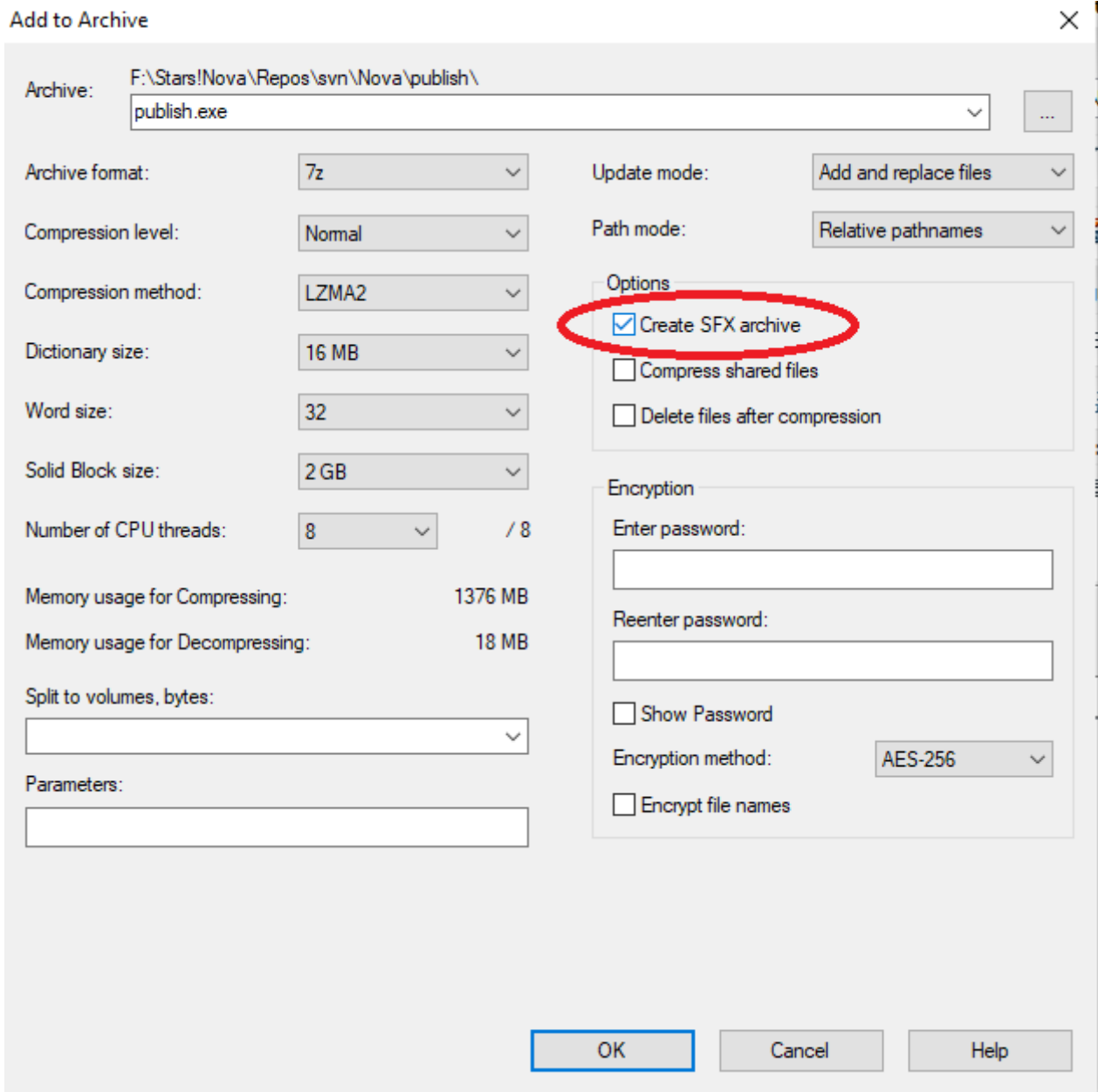
F:\Stars\Nova\Repos\svn\Nova\publish\					
File Edit View Favorites Tools Help					
      					
Add Extract Test Copy Move Delete Info					
F:\Stars\Nova\Repos\svn\Nova\publish\					
Name	Size	Modified	Created	Comment	
Application Files		2020-11-26 14:43	2020-11-22 18:19		
StarsNova0.5.0.exe	10 681 835	2020-11-26 14:48	2020-11-26 14:48		
publish.exe	10 568 528	2020-11-26 14:46	2020-11-26 14:45		
setup.exe	608 136	2020-11-26 14:43	2020-11-22 18:19		
7zSD.sfx	113 152	2016-10-05 02:12	2020-11-25 17:10		
Nova Installer.exe	109 056	2020-11-26 13:07	2020-11-26 13:10		
Nova Installer.pdb	30 208	2020-11-26 13:07	2020-11-26 13:10		
publish.htm	9 126	2020-11-26 11:47	2020-11-25 15:41		
Nova.application	5 477	2020-11-26 14:43	2020-11-22 18:19		
Nova Installer.exe.config	189	2020-11-26 12:39	2020-11-26 13:10		
config.txt	155	2020-11-26 14:47	2020-11-25 17:13		
autorun.inf	45	2020-11-26 14:43	2020-11-26 14:43		
8 / 12 object(s) selected 762 237 45 2020-11-26 14:43:20					

files like autorun and publish.htm probably aren't needed but it works if they are included.



Click on Add

select SFX:



and then “OK”

7. wrap the Microsoft installer in something dumb enough to work:

```
F:\Stars!Nova\Repos\svn\Nova\publish>copy /b 7zSD.sfx + config.txt + "publish.exe" StarsNova0.5.0.exe
7zSD.sfx
config.txt
publish.exe
        1 file(s) copied.
F:\Stars!Nova\Repos\svn\Nova\publish>
```

Dr Frankenstein – StarsNova0.5.0.exe is Alive!!!