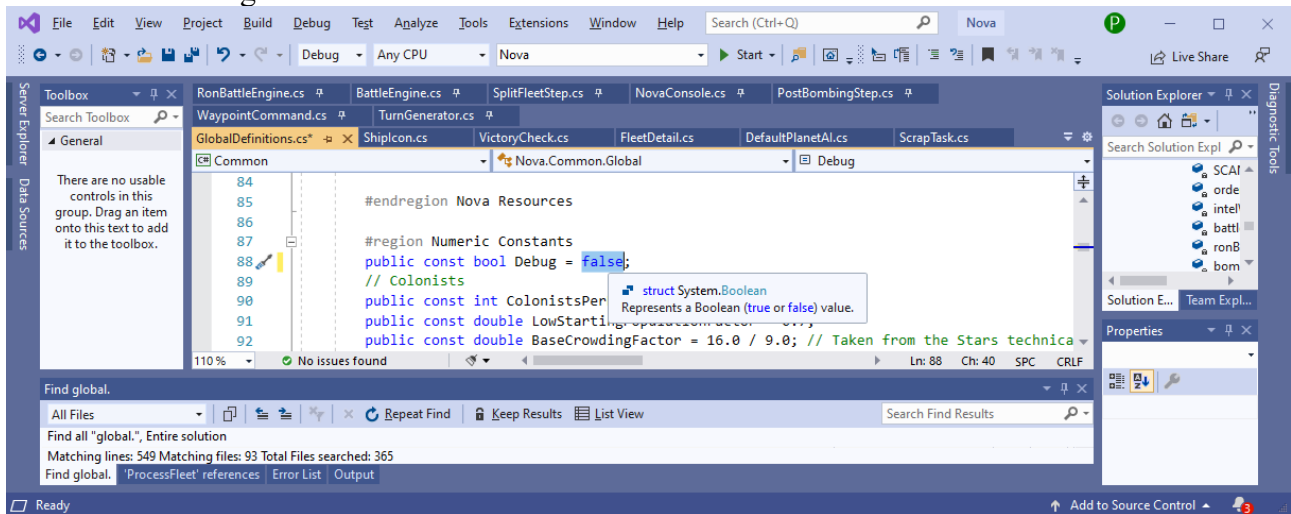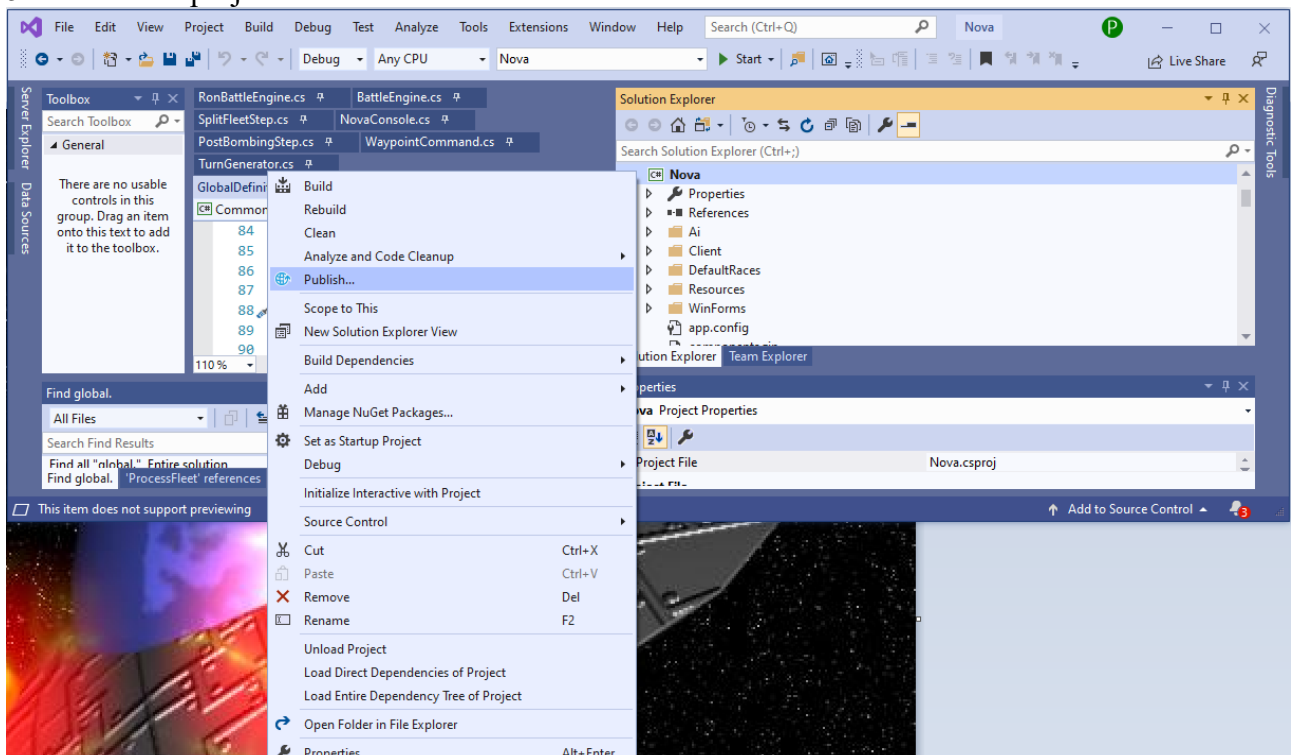How To Build a Release of Stars!Nova

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

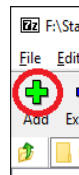5/ Publish the project

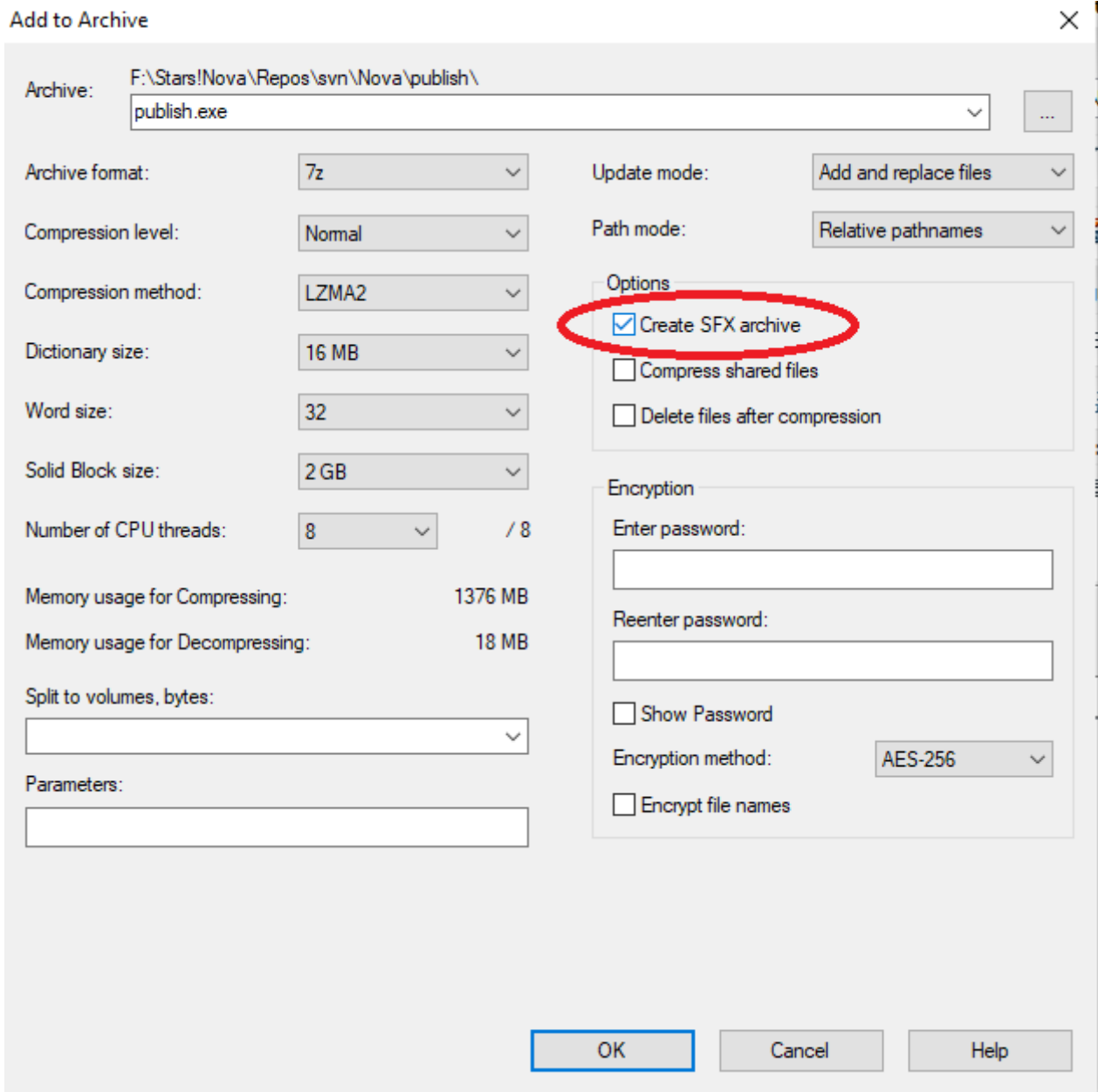6/ Create a self-extracting 7zip file that contains all of the published material:

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!!!