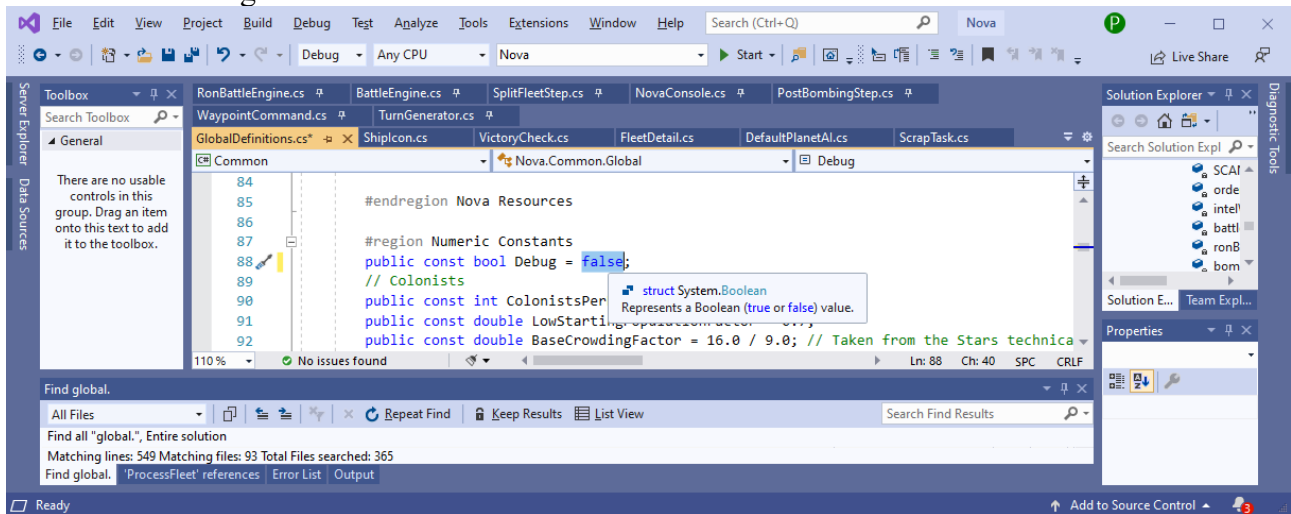


# How To Build a Release of Stars!Nova

## 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

