### Ultimate Europe - Entirely Unofficial Companion "App?" README

Contents

[Ultimate Europe - Entirely Unofficial Companion "App?" README 1](#_Toc162277136)

[Installation Requirements 2](#_Toc162277137)

[Python 2](#_Toc162277138)

[Java 2](#_Toc162277139)

[Python Libraries 2](#_Toc162277140)

[Firefox and Chrome 3](#_Toc162277141)

[Jupyter Lab 3](#_Toc162277142)

[Scripts 4](#_Toc162277143)

[UE-backup(0.5.3).ipynb 4](#_Toc162277144)

[Viewing your team(s) 5](#_Toc162277145)

[Set Scouts 5](#_Toc162277146)

## Limitations

It’s believed the MDS layout has changed very slightly for newer MDSs and this code may take some tweaking prior to Game 124 to ensure MDS details are captured correctly.

If you have a very full team that spills over two pages, the scripts will not be able to handle this. For similar reasons, the scripts cannot currently ingest trialists.

### Unzip

Download the UECA.zip file. Right click it and extract it to where you want it to be.

Inside you will see several scripts and folders. Do not delete anything!

This is an attempt to automate some of the more mandraulic aspects of Ultimate Europe. The scripts use Python code to provide a level of automation. To run them you will need to ensure a number of software packages are installed on your machine.

## Installation Requirements

### Python

1. Python 64-bit for Windows. This was developed and tested on the latest release (Python version 3.12.2), available here: <https://www.python.org/ftp/python/3.12.2/python-3.12.2-amd64.exe>

### Java

1. Java 64-bit for Windows. This was developed and tested on Java version 1.8.0\_401, available here (click the big green download link): <https://www.java.com/en/download/>

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### Python Libraries

1. Once these are installed you need to install a number of Python libraries, but this is done really easily by double-clicking “Install Libraries.bat”. This will open up a powershell console and install a number of libraries.
2. This will take some time to complete the installation. If at any time it says “requirement already satisfied” this is totally okay. Sometimes the libraries have already installed other libraries.

### Firefox and Chrome

1. The scripts will use both Firefox and Chrome. Both must be installed for the code to work correctly.
2. Firefox: <https://www.mozilla.org/en-GB/firefox/windows/>
3. Chrome: <https://www.google.com/intl/en_uk/chrome/>

## Jupyter Lab

1. Some code must execute in Jupyter, but I’ve added .bat files to help automate these “RunScouts.bat” and “ShowTeams.bat”. Just double click them and they should do the rest via powershell.

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## Scripts

### UE - Turn Scanner G124 v1.py

1. Use this script to select your turn and automatically analyse your first, reserve and youth teams and output your match ratings. To use, double click UE - Turn Scanner G124 v1.py.
2. This will open up a window in tkinter where you can select your latest and greatest UE MDS.

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1. Click “Browse” and then find your turn in the next window. This will set the file path of your MDS for all scripts. You can exit the tk window now and the cmd window should rattle through some output. You can view the match ratings in the match ratings folder.

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### Viewing your team(s)

1. To view your teams in all their glory double click “ShowTeams.bat” and it will launch the code in a browser window and then execute it for you.
2. Note that Python needs numbers to calculate PVs and because of this it is not possible to see 10\*s or include \*s in PVs at this time.

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### Setting Scouts

1. Locate “UE - Scouting Tool.py” and double click it. This will let you set which country you want to scout from and how many scouts you want to look for. The code will ensure you never scout the same team twice and will also write this week’s selected scouts to a csv file so that they can be used by “Analyse Scouts” to analyse next week’s scouts.

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1. The code will execute as shown below.

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1. Once complete, these scouts will automatically be input into the MDS submission when you run the UE - MDS Submission Tool v1.py.

### UE - MDS Submission Tool v1.py

1. Double click “UE - MDS Submission Tool v1.py” and it will open a simple GUI (it takes about 10s to load). You must have run UE - Turn Scanner G124 v1.py beforehand to ensure the available players are correct.
2. Use the dropdown boxes to select your players and positions. Once happy click set team and formation

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1. After hitting set team and formation, press submit and a Firefox window will open. This will automatically input your players details and your scouts.
2. The submission will be saved locally and next time you run “UE submit team 0.2.py” your players and positions will load your previous inputs.
3. Repeat for Reserves and Youths.