### 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

2. 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

3. Once these are installed you need to install a number of Python libraries.

4. Find where you saved all the files and in the bar at the top of that window, click and type “cmd” to open the cmd window in this location.

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5. In the cmd window, copy and paste: "py -m pip install jupyter lab jpype1 tabula-py PyPDF2 Selenium tk ttkthemes pandastable pandas openpyxl customtkinter" (without the "") and then press Enter

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5. 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

6. These scripts will use both Firefox and Chrome. Both must be installed for the code to work correctly.

1. Firefox: <https://www.mozilla.org/en-GB/firefox/windows/>
2. Chrome: <https://www.google.com/intl/en_uk/chrome/>

## Jupyter Lab

7. Some code is not yet available as a script that can be run by itself and must instead be executed in Jupyter Lab.

8. To open Jupyter Lab, make sure you’re in the folder where you unzipped everything. Open the cmd window again (see para. 4) and then type:

a. "py -m jupyter lab" (without the "")

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b. This will launch the python (py) module (-m) jupyter lab (do not close this command prompt window!)

c. If you’re prompted to select a browser to open Jupyter with, you can select whichever you prefer (even Edge). It shouldn’t make a difference.

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Figure 1: Jupyter Lab

## Scripts

### UE PDF v0.6.1.py

9. Use this script to select your turn and automatically analyse your first, reserve and youth teams and output your match ratings.

10. To use, double click UE PDF v0.6.1.py.

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11. This will open up a window in tkinter where you can select your latest and greatest UE MDS.

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12. Click “Browse”, then “Select File” on the next page. 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)

13. To view your teams in all their glory we need to run a script in Jupyter. Make sure Jupyter’s running, open the “UE - Analyse Your Teams v0.1.ipynb” Jupyter file, select all with “Ctrl+A” and execute all code with “Shift+Enter”. This will automatically analyse your teams and calculate their PVs.

14. 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

15. Locate “UE – set scouts.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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16. The code will execute as shown below.

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17. Once complete, these scouts will automatically be input into the MDS submission via “UE submit team 0.2.py”

### UE Submit First Team 0.2.py

18. At this time this script only inputs your first team, but there is an aspiration to expand this to 1st team, cup game, reserve game and youth game.

19. Double click “UE submit team 0.2.py” and it will open a simple GUI. It is imperative you have run UE-backup beforehand to ensure the available players are correct.

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20. Use the dropdown boxes to select your players and positions. Once happy click set team and formation

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21. After hitting set team and formation, press submit and a Firefox window will open. This will automatically input your players details and your scouts.

22. 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.

### UE Submit Reserve and Youth Team

23. Repeat as desired with reserve and youth team .py files.

### UE Analyse Opponents.ipynb

24. Must be run in Jupyter as well. Will analyse your opponents for the week so some of the working out is already done for you. The names aren’t printed at this time, but will be in the future. To run the code, just as before, select all with Ctrl+A and make sure it’s all blue. Then hit Shift+Enter.

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