Ultimate Europe - Companion App: README v0.4

# Scope

1. This is an attempt to automate some of the more time consuming and (if you’re anything like me) prone-to-human-error aspects of playing Ultimate Europe using Python.
2. Benefits include:
   1. Automated PV calculations across First, Reserve and Youth teams.
   2. Easy team selections without player codes using auto-filtering dropdowns to select your teams.
   3. Automated MDS submissions for all teams including automated code inputs.
   4. Save data locally to submit your MDS later on allowing rapid resubmissions.
   5. Alerts if a player has a low or N/A PV for chosen position.
   6. Automated scouting (limited to country currently).

# Installation

## Download & Unzip

1. Download the UECA.zip file. Right click it and extract it to where you want it to be. I just run mine from my desktop.
2. Inside you will see the following. Do not delete anything!

A screenshot of a computer program

Description automatically generated

## Installation Requirements

1. To run the app you will need to ensure a number of software packages are installed on your machine, as follows.

### Python

1. Python 64-bit for Windows. This was developed and tested on 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 Packages

1. The app requires a handful of python packages to run. These are set in the requirements.txt. To install them, right click the “Install Python Packages.ps1” file and select “Run with PowerShell”.
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 Python packages have already installed other packages.

### Firefox and Chrome

1. The scripts will use both Firefox and Chrome. Both must be installed for the code to work correctly. If you already have them both installed, you can skip this section.
2. Firefox: <https://www.mozilla.org/en-GB/firefox/windows/>
3. Chrome: <https://www.google.com/intl/en_uk/chrome/>
4. Once complete, you’re ready to use the app.

# Scanner v1.5.py

1. The scanner is built into the main app, but can also be run separately. It’s been successfully tested on turns from Games 121, 122, 123 and 124.
   1. If run as part of the app, the app will need restarting after running to update the dropdowns.
2. Double click the Scanner, find your turn in the window and hit “Open”. This will start the scan.

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1. Match ratings are automatically output by the scanner as a .csv file, allowing you to quickly track player performances.

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# UE App v2.1.3.py

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## First, Reserve and Youth Teams

1. The app has a number of tabs along the bottom that you can use to view your teams (including their automatically calculated PVs) and make your team selection. Almost every box filters with autocomplete drawing on every player from your first, reserve and youth teams, allowing you to quickly mix and match players from across your teams.

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1. No codes are required for team selection, actions, etc. The app handles all codes in the background.
2. Once you’ve made your choices, you **MUST** hit the save button on each page otherwise the app won’t record these.

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1. If you choose a player who has a low PV or no PV for a given position, they’ll highlight in red as a warning.

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## Transfers

1. All transfers can be set in the “Transfers” tab. The Names in Transfer List and Agreed Transfers will draw from all your squads, but you can also override these for external players. You will need your player codes for this section.

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1. Again, you **MUST** hit the save button to save the transfer data.

## Scouts

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1. When selected, the single (auto filtering) dropdown in scouts will randomly pick 10 teams from the selected Rest of the World country (fewer if there are less teams in the Rotw country). These are automatically saved to your MDS options.

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1. This tab will be refined in the future.

## Cup

1. This tab is not currently working, but will be updated in the future to allow detailed cup selection, or quick cup selection with some greater flexibility.

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## Submit