

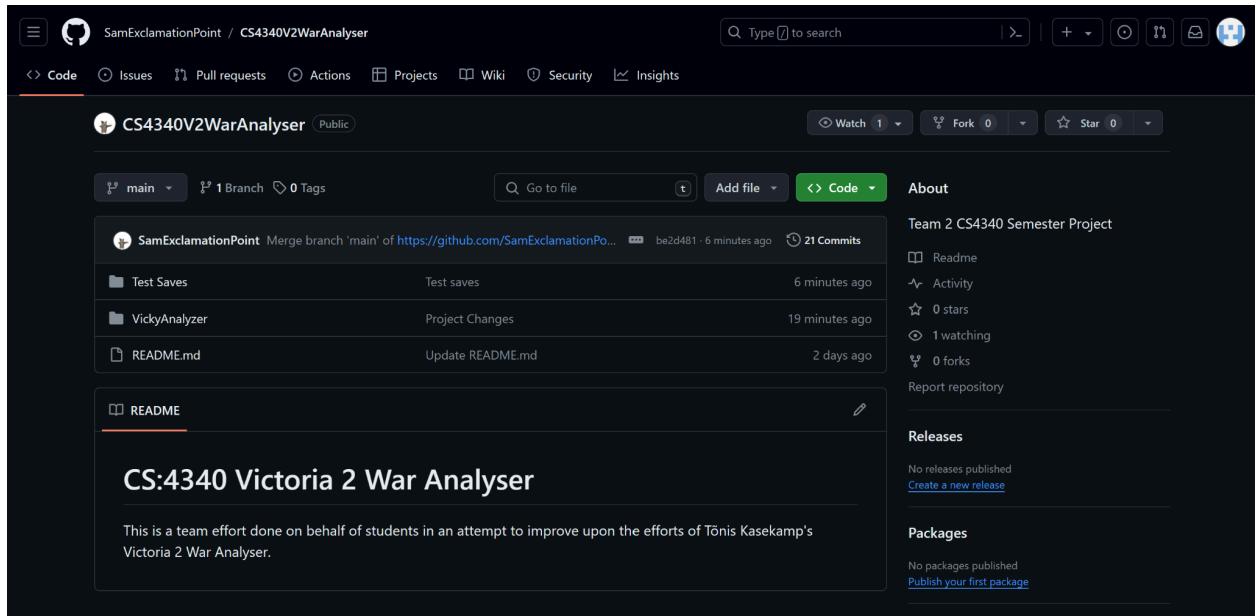
# Victoria 2 War Analyzer

## How to download our program (github)

The program can be found on github @

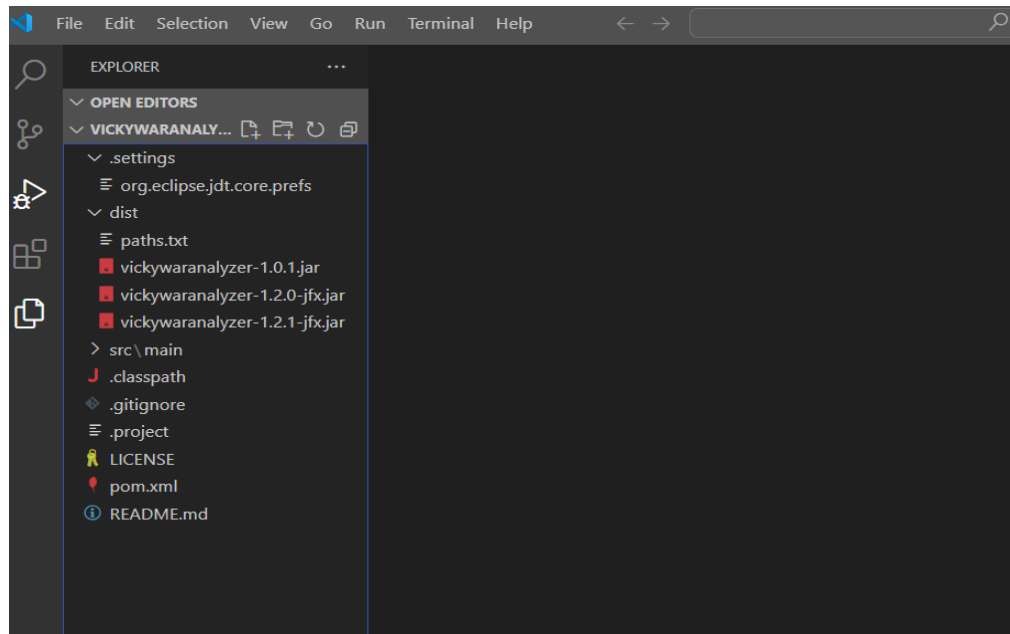
<https://github.com/SamExclamationPoint/CS4340V2WarAnalyser/tree/main>

To download, you need to click on the green < > Code button on the top left

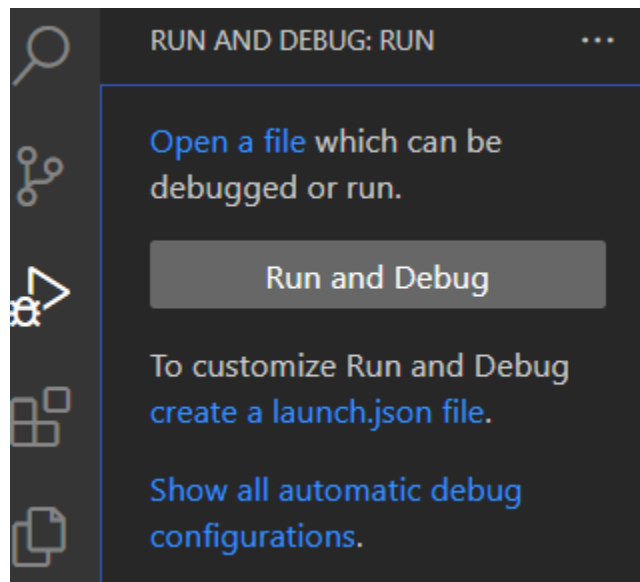


## How to run program (in VSCode)

VSCode needs to be used for modded content the base game can run the executable just fine. To use any modified code, you need to run the application in Visual Studio Code. Simply install the java extension packs and open the program folder inside VSCode.

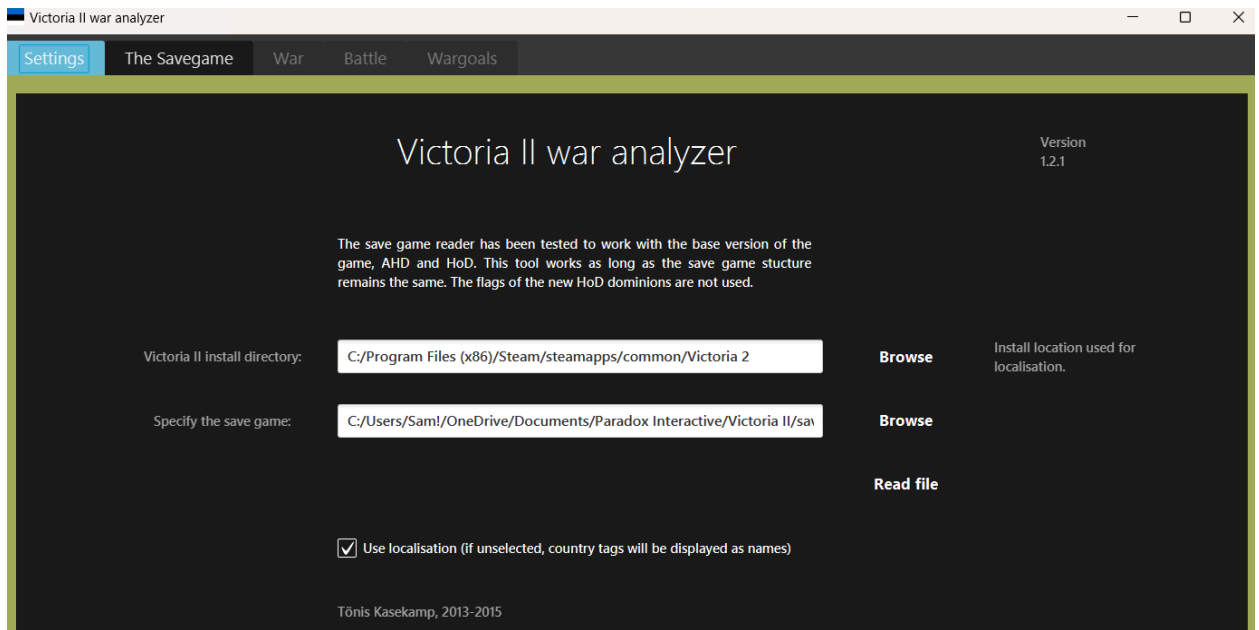


And click the run button to run

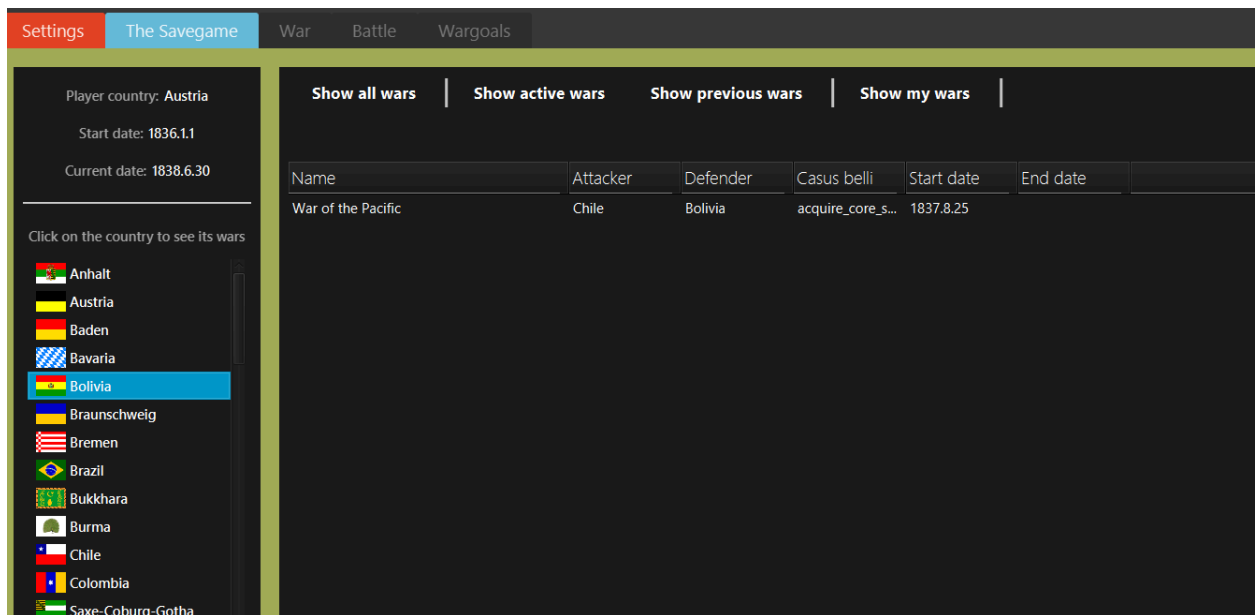


### Inside the program

Greeted with a window prompting the user to navigate to their savegame location and their localization folder.



- Once input, press *Read File* to have the program read the savegame  
Now you have access to the *The SaveGame* tab



- From here select a country to view the wars it has fought, and then select one to access the statistics for that war (battles, timeframe, casus belli, etc.)

**War of the Pacific**

General Information

Start date: 1837.8.25    Total losses: 37280    Actor: Chile    Receiver: Bolivia

End Date:    Total ships lost: 0    Casus belli: acquire\_core\_state

Action: 1838.5.2    Has ended: No    Country:    State ID: 2305

Is fulfilled: NO    Date: -1.1.1

Score: 0.0    Change: 0.0

Original wargoal

Defender: Bolivia

Original defender: Bolivia

Total losses: 15037

Total ships lost: 0

Flag	Country	Join date	End Date
	Chile	1837.8.25	
	Brazil	1837.8.26	

Flag	Country	Join date	End Date
	Bolivia	1837.8.25	
	Peru	1837.8.26	

Battle	Date	Attacker	Defender	Type	Result	Total losses
Copiapó	1837.12...	Chile	Bolivia	LAND	NO	2704
Forte do Pri...	1838.2.27	Brazil	Bolivia	LAND	YES	21067
Riberalta	1838.5.2	Brazil	Bolivia	LAND	NO	13509

- Selecting a battle will allow access to the *Battle* tab where information about each combatant's army composition can be found

**Battle of Copiapó**

Date: 1837.12.31    Type: LAND

Location: 2322    Result: NO

Total losses: 2704

Attacker: Chile

Attacker leader: Ramón Abaroa

Total army size: 3000

Losses: 1762

Attacker units

Unit	Numbers
infantry	3000

Defender: Bolivia

Defender leader: Jose Ballivián

Total army size: 3000

Losses: 942

Defender units

Unit	Numbers
infantry	3000

## — Where to edit to extend compatibility

In order to add new localization compatibility, new paths must be added to the Localisation.java file and the FolderHandler.java files

The analyzer will only display flags that match the base game TAGs for countries. To fix this users need to navigate to the mod location, and convert the .tga files for the flags into .png files, and move them into the flags folder found within the War Analyser program.

Make a duplicate folder containing the XYZ.tga files, and use a converter to convert them to XYZ.png. Then move the contents of the folder into the *flags* folder found within the War Analyser program's files.

*Helpful Converter*

<https://imagemagick.org/script/download.php#windows>

This converter can convert folders full of files at one time.

### — **Disclaimer** —

Flags for countries that change based on government type will default to the starting (base) version (ie Germany stuck with the Imperial tricolor: red, black, and white flag inside the converter, even if they are communist and ingame use a different flag).

Country Names for Mods are unable to be displayed unless their tag matches one found inside the base game.

**Without the localization folder from the game, NO COUNTRIES can be displayed with their proper names, they will ALL BE their TAGs**