The All-Seeing Eye
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User Manual
Version 2.5

Setup

1.1 **Getting Started**

When first starting, use the Setup Wizard program that pops up to set up your internet connection settings. This part is very important because if you don't set it up correctly, you could get odd results when you try to do something in The All-Seeing Eye. First, try to auto-detect your settings. When you do this, do not run bandwidth intensive applications. You shouldn't have to change any of the settings once you do this. Click next.

Now you have to pick which games you want The All-Seeing Eye to support. If you do not wish to have some games shown in the filter list, click the box. The All-Seeing Eye should be able to find all the command lines correctly for you. If you don't see a game that you have listed under the installed games, look under the uninstalled games and then auto-search for the executable. If you'd like to change the command line, you can do that here. Setting up a configuration or name is not necessary, but you can do it if you'd like. You can also pick whether or not you'd like to see names drawn with the in game font. In the case of Quake or Half-life proxy programs like Punkbuster or Qizmo, pick out the path for those also and set up the options you'd like for them. You are now set up with the most basic features to be able to use The All-Seeing Eye.

1.2 **Modifiers**

The modifiers for the countries should be open after you get set up. If you plan on only playing games in your area or country, select the modifier that corresponds to your area. For instance, if you live in North America, and you are only going to play in servers in that area, click North America. It will make it so your computer doesn't scan or ping servers outside of North America drastically cutting down refresh times. You are also able to expand the areas and pick specific countries if you wish. If you'd like to click more than one box at a time, go to the menu Filter > Auto de-select and turn it off. That way you can select two or more countries or areas at once. You're also able to select the other types of modifiers from ping, password, and players. Choosing these will help your refresh time be even lower.

1.3 **Eye Scanners**

There are several scanners for The All-Seeing Eye. They are up all the time refreshing servers and gathering information to be up to date constantly. Refresh the list once so you can see them. There is also something else called a Pinger. It is suggested that you do not use one unless you know what you are doing. A Pinger is set up on a different machine to ping from that machine and then relay the information back to your machine. This is really only beneficial if you have another

computer on the same line as you maybe one or two hops ahead. If it is any more than that, ping times could be incorrect.

The All-Seeing Eye separates server refreshes in two processes:
Pinging = determining the round-trip delay, or ping, for a server.
Scanning = retrieving the server status (player names, map, hostname etc.).

When you click the Refresh button 🔄, ASE does the following:
 1. Asks a Scanner for a list of servers that passes the selected filters
 2. Combines the received list with the list that ASE already has
 3. Asks Pinger for server pings
 4. Pings servers that Pinger did not have pings for
 5. Asks Scanner for server info
 6. Scans servers that Scanner did not have server info for

1.4 **Connecting to servers**

After you've completed the previous three steps, it is now time to connect to a server (unless you want to change more options or set up more things; in that case, skip this step for now). If you just want to play on any old server, pick which game you would like to play and expand it further if you'd like to be more specific. Once you're happy with your choice, either right click and pick refresh, or click refresh in the top tool bar. If you'd like to manually enter a server, go to Server > New server… or just press INS. Then enter the fields for game type, game IP, game Port and if you'd like to add it to your favorites or not. After doing either method, you are able to double click the server and join up. If you select multiple servers, you will join the first one that is open. If a server is busy, you will automatically start busy redialing it so you can get in when a slot opens. If you busy redial multiple servers, the server that first opens up will be joined.

Options

2.1 General

Scanner:

Get server list from scanner - Decides whether or not to receive the list from the scanner. Only reason not to use this is if the scanner is down.

Get server info from scanner - Decides whether or not to receive the server info from the scanner. Only reason not to use this is if the scanner is down.

Scanner address - Defines what the scanner address is. The IP address and port for two of the current scanners are 64.142.232.32:27243 and 64.142.232.33:27243.

Let scanner filter by ping - Decides whether or not to let scanner also be the pinger. Do not use if the scanner is farther away than one or two hops because your pings will most likely be wrong.

Pinger:

Get server pings from pinger - Decides whether or not to use another server to ping instead of the computer you are on. Use only if you're close to the pinger and if you do not wish to ping from your own box. You really shouldn't be using this unless you know what you're doing.

Pinger address - Address of pinger used to ping servers instead of the computer you're on.

Don't ping a server if less than ____ minutes from last pinging. – increases performance by reducing how often a game server pinged. Put to 0 if you wish to ping every time you refresh.

Don't scan a server if less than ____ seconds from last scanning. - increases performance by reducing how often a game server is scanned. Put to 0 if you wish to scan every time you refresh.

Delete a server when packet loss hits ____% - Used to remove servers from the visible list when their packet loss reaches a certain amount. This is used to remove offline servers from the server list.

Enter registration code - Used to enter the registration code after buying The All-Seeing Eye. Also used to change registration codes if the need arises. Enter a blank code to return The All-Seeing Eye back to unregistered.

Edit Toolbar - This option allows you to edit which icons you want to see in the toolbar.

UI thread priority - UI thread priority only affects threads within The All-Seeing Eye, specifically it changes the priority for the User Interface thread. If the program acts sluggish during refreshes, changing this to a higher setting helps, but it will also make the pings less accurate. On some systems you may even have to set it lower than the default to get accurate pings.

2.2 **Misc**

Double click in server list does - Self-explanatory.

Minimize to system tray - When minimized, The All-Seeing Eye will move itself to a small icon in the system tray instead of minimizing to the task bar.

Favorites are immune to modifiers - If any of the servers in your favorites list are supposed to be taken out by the modifiers, checking this box will keep them active and will be refreshed when selected.

Show maps I don't have in red - self-explanatory.

Expand selected modifiers at start up - If checked, modifiers will display themselves in the modifier list on the left part of The All-Seeing Eye when the program is started.

Refresh favorites at startup - Refreshes all the servers in all of your favorites folders.

Show refresh window - If checked, while refreshing, a window will pop up and tell you what's going on. If unchecked, the refreshing information will be in the bottom left corner of The All-Seeing Eye.

Show mod icons - If checked, the individual mod icons will replace the generic folder icons in the left part of the browser.

Ignore color codes in server names - Certain games are able to have colors in their names such as the quake series. Check this box to ignore the colors only in the names of the servers.

Sort friends to top - Servers with your friends in them will be moved to the top of normal lists when this box is checked.

Sort favorites to top - Servers that are on your favorites list will be moved to the top of normal lists when this box is checked.

Don't save server info - If checked, The All-Seeing Eye won't save any server info at all, however, it will save the server list. Checking this also checks the Don't save server rules box.

Don't save server rules - If checked, The All-Seeing Eye won't save the server

rules (all the server values) but keeps the players, map, ping, name, etc.

Delete servers hid by modifiers - If checked, The All-Seeing Eye will delete servers from your server list (therefore lowering load time) if they don't pass your modifiers.

Show query ports - This will display the query ports instead of the connection port (where applicable).

Custom copy format - This scripting language will tell you what is going to be printed out when copying a server's information and pasting it into a text program like IRC. To input what you want, type everything how you'd like to see it, and when you come to a variable (something that comes from the server information), use the { } brackets and keywords inside of them. Here's a list of the keywords you can use and what they tell you.

{servertype} = The server's game type
{game} = The server's mod/game type
{hostname} = The server's whole name
{ping} = Your ping to the server
{flux} = The difference between your highest and lowest pings
{pl} = Your packet loss to the server
{map} = The map name currently on the server
{address} = The IP and port of the server
{ip} = The IP of the server; doesn't include the port
{queryport} = The port of the server
{country} = The country the server is hosted in
{clients} = The number of players currently on the server
{maxclients} = The maximum number of players allowed on the server
{players} = Automatically does a {clients} / {maxclients}
{linefeed} = Puts in a carriage return; in other words, a new line.
{GAMENAME} = Name of the root filter for the game.
{MODNAME} = {GAMENAME} + MODNAME from the filter tree.
{PASSWORD} {RCON_PASSWORD} {SPECTATOR_PASSWORD} = Passwords from server properties.
{NAME} = Player name.

Remember that you can put in non-keyword typing. So you can do something like: "I am going to {hostname} to play {game}". The default message is: "{hostname}|{ping}ms|{address}"

Favorite folders ____ - You can have up to 30 favorite folders.

Friend folders ____ - You can have up to 30 friend folders.

LAN server scan range: default port - default port + ____ - This allows you to scan +/- the amount you enter from the normal port number. If you're scanning for half-life servers and you enter '3', it'll scan from ports 27012 to 27018.

2.3 **Network**

Connection type - Generally you should do the Auto-detect function, but if you feel

you have a close enough connection type, choose on of the selections.

Auto-detect connection settings - Already explained, please look at Setup.

Proxy/Firewall - Right now you're able to enter the port for which UDP based traffic should be put through. Later on, you may be able to go through an HTTP or socks proxy.

Advanced connection settings:

Upstream bandwidth (bits/s) - The maximum amount of bandwidth you send out to ping and scan.

Downstream bandwidth (bits/s) - The maximum amount of bandwidth you receive from pinging and scanning.

Packet header overhead (bytes) - How much information is needed to store header information within an IP packet. Header information contains source, destination, size, packet number, and more.

Limit packets per second to - The maximum speed at which your computer will send pings/queries. Auto-detection works fine as long as the connection isn't shared with anyone (basically it measures the maximum throughput). You'll need this setting to limit the bandwidth usage if auto-detection "fails".

Bandwidth utilization when pinging (%) - This is the percentage of total bandwidth to use. If you are having problems getting incorrect pings, then continually lower this 10% until your problems are fixed.

Number of times to ping a server - Number of times a packet of information is sent and received from a server.

Timeout when pinging servers (ms) - The time amount The All-Seeing Eye will try to keep pinging the servers before giving up.

Enable smart pinging - If selected, The All-Seeing Eye will stop pinging a server if the ping falls within the standard deviation (flux). This is recommended as it cuts down refresh times.

Ignore ICMP messages - ICMP = Internet Control Message Protocol. Some routers/firewalls may send unnecessary ICMP packets, which may cause weird results. This option should only be checked if the whole server list mysteriously disappears when pinging.

Number of times to retry scans - The amount of times The All-Seeing Eye should try to scan an unresponsive server before giving up.

Timeout when scanning servers (ms) - The time amount The All-Seeing eye will try to keep scanning a server before giving up.

2.4 **Events**

When launching game:

Close All-Seeing Eye - Quits The All-Seeing Eye right after joining a server.

Deactivate friend tracker - Stops tracking friends to save bandwidth while playing.

Minimize window - Moves The All-Seeing Eye to either the taskbar or the system tray depending on what you have selected.

Copy server address to clipboard - Copies the address so you're able to paste it in game or wherever you want after joining.

Stop Winamp - This function stops Winamp from playing music after you join a server. This works with both 2.x and 3.x versions of Winamp.

Run Plugin Program... - You can go here to implement a plugin program when joining a server. Click the help button for more information.

When returning from game:

Activate friend tracker - Turns friend tracker back on so that you can track your friends again if you had turned it off to save bandwidth.

Delete launchinfo.txt - This deletes the file launchinfo.txt (located in The All-Seeing Eye's directory) upon returning from a game.

Run Plugin Program... - You can go here to implement a plugin program when leaving a server. Click the help button for more information.

2.5 **DDE**

DDE allows The All-Seeing Eye to talk with any DDE server. All of the variables that are available for custom copy format and the ICQ away message are able to be used here as well. Here's the list again:

{servertype} = The server's game type
{game} = The server's mod/game type
{hostname} = The server's whole name
{ping} = Your ping to the server
{flux} = The difference between your highest and lowest pings
{pl} = Your packet loss to the server
{map} = The map name currently on the server
{address} = The IP and port of the server
{ip} = The IP of the server; doesn't include the port
{queryport} = The port of the server
{country} = The country the server is hosted in
{clients} = The number of players currently on the server
{maxclients} = The maximum number of players allowed on the server
{players} = Automatically does a {clients} / {maxclients}

{linefeed} = Puts in a carriage return; in other words, a new line.
{GAMENAME} = Name of the root filter for the game.
{MODNAME} = {GAMENAME} + MODNAME from the filter tree.
{PASSWORD} {RCON_PASSWORD} {SPECTATOR_PASSWORD} = Passwords from server properties.
{NAME} = Player name.

When launching game - This box contains all the information that will be sent to the DDE server upon launching into a game. "The format is: DDE_server_name command - command_for_dde_server" You can add any command you want that the DDE server accepts in the command_for_dde_server field.

mIRC autoaway - Sets you away in mIRC when you join a game and takes you off away when you come out of the game.

mIRC autoaway channel spam - This says a message of what game you're playing and at what server you're playing at in every channel. It also tells everyone when you come back from the game.

Convert | to ¦ - This fixes a minor glitch that occured between mIRC and ASE when a | (pipe) was in the hostname variable. It is usually a good idea to keep this option checked.

Enable DDE - This enables this section's features. Deselect this box if you don't want to use The All-Seeing Eye's DDE capabilities.

When returning from game - This box contains all the information that will be sent to the DDE server upon exiting a game. It is the same in every other respect to the box "When launching game".

2.6 **Colors**

Stale data colors:

Use default colors - The server will be highlighted different colors depending on how long it has been since the server was refreshed. This option will keep the default colors the same. Those are:

White - server has been refreshed within 2 minutes.
Light gray - server has been refreshed 2-10 minutes ago.
Dark gray - server has been refreshed more than 10 minutes ago.

0-2 minutes / 2-10 minutes / >10 minutes - You're able to change any of the colors.

Player name background color:

Darken default color by: ____% - The background color of the player's names both in the friend list and in the server's active players will be darkened by this percentage.

Fixed color - Instead of having it darken by a percentage color, you can choose a solid, fixed color to be the background for the player's name.

Player names:

Map white to black - Turns the player's names black when they would normally be white. This does not affect the background color of the player's names.

Shadows - Puts a shadow behind the Player's names.

2.7 **Sounds**

This section allows a sound to be played on different types of events. You're able to set up the sound without having it play if you want by keeping the box unchecked. Any .wav file is able to be used.

Friend joins a server - You can choose to set this up for all friends or even individual friend groups. It will be triggered when your friend joins a server.

Friend comes online - You can set this up so that when an ASE friend comes online it will make the sound. It's able to be set up for all or individual friend folders.

Monitored server gets a player - If you're monitoring an empty server and someone joins it, this sound will play.

Someone enters my lobby - If you're hosting a directplay type game lobby and someone enters it, this sound will play.

Invitation received - If you get an invitation from another ASE user, this sound will play.

2.8 **Games**

This is where you choose which games are displayed in The All-Seeing Eye. If you have first installed a game, you must also set up the command line to point to the program so it can be used. This was also covered in the setup section. If you have a game installed, but do not wish it to be displayed in the filter list, uncheck the box. You can also choose here whether or not you'd wish to receive invitations for specific games.

Menu Bar

3.1 **File**

User profile... - This is where you can set up your profile that is viewable when searching for ASE users. You can enter your nickname, real name, and e-mail address as well as choose not to be listed or tracked here. No information is necessary. Preferences for invitations are also listed here.

Export user profile... - This option will save a file for you with your user profile. It contains information like your userid, name, nickname, and e-mail address. If you reformat or need to reinstall ASE, make sure you do this to save your profile.

Import user profile... - This imports a saved user profile so that it can be used instead of the current one.

New player profile... - You can create several player profiles if you have different aliases you want to run differently or if you have several people using the same All-Seeing Eye and wish to run different options.

Open player profile... - Used to open a saved player profile.

Save server list - Used to save server lists so that you don't have to refresh every time you want to get a server list. It will not be up to date unless you refresh, but it will have the servers listed. It can mainly be used to transfer favorite servers easily between people. The servers are saved to a file named servers.dat in The All-Seeing Eye's folder.

Import server list - Import a saved server list.

Update Eye - Checks online against your current running version to see if you have the newest version, and if you don't, it updates for you.

Update Filters - Checks online against your current filters.txt version to see if you have the newest version, and if you don't, it updates for you.

Automatic updates - If this is checked, The All-Seeing Eye will automatically download updates when you first start it if there is a more current version. It will also update if you have it open.

Game patcher... - You can check for the latest and greatest updates to all the games and mods you have installed. You can also turn off this feature by going here. If there are no current patches that have come out recently, nothing will happen when you click this.

Setup wizard... - Starts the setup wizard that appeared when you first installed The All-Seeing Eye and had to set up the network connections and games.

Uninstall... - Uninstalls The All-Seeing Eye (why would you ever want to do this?).

Exit - Quits The All-Seeing Eye.

3.2 **View**

Toolbar - If checked, a toolbar will appear somewhere on the screen. You are able to move it around and even detach it from the main window. You're also able to dock it to the top, bottom and left sides of the main window.

Status Bar - If checked, a status bar will appear at the bottom left of your screen. It will show information relevant to what you're currently doing. If you have the refresh window turned off, all refreshing activity will show in the status bar. To stop refreshing, if you don't have the toolbar activated, click the information while it is refreshing to stop (the words, not the percentage bar).

Tool tips - If clicked, tips will show up when your mouse hovers over information in the windows. These tips mainly consist of the same information, but in a much more legible font and no coloring to help view hard to understand names.

Go back - Works exactly like a back button in a web-browser. It changes the main screen to whatever was previously shown.

Go forward - Works exactly like a forward button in a web-browser. It changes the main screen to whatever was more recent than previously shown.

Options - Go to the options screen.

3.3 **Filter**

Refresh - Refreshes current server or groups of servers.

Update Stats - Updates the current statistics from The All-Seeing Eye scanner. This includes total current servers and players.

Stats:

Off - No stats are shown.
[servers] only - Only server stats are shown.
{players} only - Only player stats are shown.
Both - Both types of stats are shown.

Rename - Renames a filter.

Combine... - Merge two filters or lists into one. You're able to rename it to something else entirely as well. You can also change it to either a regular filter or to

a modifier.

Delete - Delete selected filter. You can restore it later by going to Filter > Restore deleted… and then selecting the filter you want restored.

New... - Make a new filter that will go under My Filters.

Edit... - Edit selected filter.

Show selected - The All-Seeing Eye will open the filters to the folder that you are currently selecting if it is hidden by having been collapsed. If it is already out in the open, nothing will happen.

Clear modifiers - All modifiers will be de-selected.

Collapse all - All folders will be completely collapsed.

Auto de-select - This option, if selected, will remove a modifier if one in the same category as it is selected. De-selecting this option is not required to select multiple modifiers/filters, you can also use the standard windows multiple selection; hold down ctrl or shift when selecting.

Auto-select parent - When adding a new server, having this selected will take you to the place in the main filter tree that the server exists. Not having it selected will keep the filter tree the way it is when you add it.

Custom config... - This option has a lot of features built into it. You can specify a specific name, config, and command line execution for the filter. It also contains a possibility of setting roger wilco to be launched with the custom config. You can set the IP, password, and channel for roger wilco. The custom config is very powerful and can be used on all filters, including regular games and mods.

Make color filter... - This option allows you to make a filter turn sections of servers different colors or the whole line a color. It helps to see what is going on in a server faster with colors differentiating between states of servers.

Restore deleted - You can restore deleted filters with this option. You can only restore deleted favorite folders if you haven't set the favorite folders option to equal the amount of folders you currently have.

Send to channel - This sends the selected filter to a channel you are currently on. If you select more than one filter, only the last one will be sent.

Configure games... - This is a quick shortcut to Options > Games where you can configure what games are listed in ASE and their attributes.

3.4 **Server**

Connect as player - Connect to currently selected server. If more than one server is selected, The All-Seeing Eye will try every server from the top to the bottom in order to try to get in. It will join the first available game.

Connect as spectator - Connect as a spectator to the currently selected server. Same rules apply as connecting as a player. Does not work with all games.

Refresh selected servers - Self-explanatory.

Scan selected servers - Self-explanatory.

Ping selected servers - Self-explanatory.

Refresh whole list - Refreshes the whole visible list.

Scan whole list - Scans the whole visible list.

Ping whole list - Pings the whole visible list.

Monitor selected servers (only works with registered versions) - This feature pops up a separate window and then displays all the pertinent information to the server including (if the stats are available) kills, deaths, team, name, time logged, etc. It is refreshed automatically and is kept current.

Add to favorites - Adds selected server(s) to a particular favorite group.

Remove from favorites - Removes selected server(s) from a particular favorite group.

New server... - You are able to manually add a server, and are able to add it directly into a favorite folder. You must fill out all of the information. If the private server option is checked, the server you are creating will not send its information to The All-Seeing Eye server. In other words, it will not be listed on any browser (unless it already is).

Delete selected servers - This option deletes the selected server(s) from the server list. This will not remove the servers from favorite folders. You have to select remove from favorites instead.

Find server - You can find a server that is in your server list by using this function. If it is not in the visible list, remember to un-select the box.

Select all - Selects all the visible servers.

Remote console - This function of The All-Seeing Eye is very powerful. To use it, you must first enter the rcon password under Server > Server Properties. Then choose remote console and you can issue commands to the server. When issuing commands, you do not have to precede each line with rcon. To say "hello" in the server, you would simply type, "say hello". The rcon is put automatically into the line for you. There are many rcon commands that can be inputted. They will not be listed here because it would be too long of a list. This feature does not work for all games.

Copy to clipboard - Self-explanatory.

Send to channel - This sends the currently selected server to the channel you are

currently on. You are able to send more than one server at once by selecting them all and then sending.

Invite players... - You are able to invite players using this command. You can choose a specific friend group, all your friend groups, or all ASE users. You can also enter a short description of something that people will see.

Server properties - This is where you are able to enter the server password, spectator password, server rcon, and rcon port.

3.5 **Player**

Add to friend list - You can add a friend to the list for either only the game you're adding them from, or for all games. If you do it for the game you're currently on, you're guaranteed to have it work. However, if you do it for all games, because of names and how they're actually spelled, it might not work for some of them.

Select server - This option only works with the QW Qizmo proxies. It selects the server that the proxy is already connected to.

Fan report - Tells you how many people actively have that person on their friend list and are online and tracking.

Kick - If you have rcon to the server, and it's entered into Server properties, you're able to kick a person from the server using this command.

Ban - If you have rcon to the server, and it's entered into Server properties, you're able to ban a person from the server either using their unique ID or IP.

3.6 **Friends**

Show playing friends - This shows all your friends that are currently on servers.

Show online friends - This shows all friends currently playing AND friends that are being tracked online via the ASE Friend system.

Show friend list - This shows all the friends you have on your list, but will not show who is online.

Group filter - This filters your friend list so that you only see the friends that are in the folder you select.

Add friend... - You can use this feature to add a friend to your list although adding them directly from a server or using the Find friend names… is advised. Using this function incorrectly can result in your friend tracker not working as you would like it to. You're also able to add an ASE friend this way, although it's probably preferable to use the search function instead.

Delete selected friend - This deletes the friend from your friend list.

Rename selected friend - This renames only ASE friends (not actual player names).

Add to group - Choose which friend folder you wish to add the friend into.

Remove from group - This removes the friend from the particular folder.

Find Friend names... - This function will search for names in a database of above 5 million names. The All-Seeing Eye server has a list of every single name ever used on servers while it was watching. This function searches that list for names. You're able to use the special characters to search for friends and add them to your friend list. Because this is such a large list, it has about a 2 hour latency. This is the recommended way to search and add friends to your friend list.

Fan report - This has been explained in Player > Fan report.

Log to friend log - Logs all of your friend tracking information to a file in The All-Seeing Eye directory named buddylog.txt.

View friend log - This pops up a window to let you view your friend log.

Erase friend log - This erases everything in buddylog.txt.

Deactivate/Activate friend tracker - Turns off friend tracker to save bandwidth. Also turns friend tracker back on when it's off.

Invite players... - Explained in Server/Invite players...

3.7 **Tools**

Find player... - You can find a player who is currently playing on a server. There are three special characters to watch out for when searching for a name. They are:

* = Match any string. If you were to do, "*world", both "hello world" and "hi world" would work and pass.

? = Match any character single character. Using, "?world"; "hworld" passes, but "hi world" does not.

\ = Escape character. Use this if you want to search for a name with a *, ?, or \ in the name. To search for someone with the name "*" as their name, you would have to search for "*". To search for someone with the name "\", you would have to search for "\\".

Find Friend names... - Explained in Friends/Find Friend names...

Find ASE users... - Explained in Friends/Find ASE users...

Last played log... - This shows you all the recent servers you have joined. There is an option inside of the window that pops up called "one entry per server". This

compacts all the servers with the same IP into just one instance. There is also an option to erase this log. Clicking on a server refreshes the server.

Find LAN servers - This function finds servers that are on your LAN (Local Area Network).

Find Patches... - Find patches or mods for whatever game you want.

Download Game Files... - This allows you to browse a database of movies, mods, patches, drivers, demos, and tools. You can also search the database as well.

Create game... - This feature lets you create a server from a game that is installed on your system. It will launch you into the game with the "host multiplayer" window open. All the server settings are set in game.

Set name... - You can set it so The All-Seeing Eye will change whatever your name is for one time only to something else. It will stay that way until something else turns it back, or you change it again.

Refresh map list - The feature that allows The All-Seeing Eye to locate your maps and display them in red will be updated when you do this. The program will search your directories for new maps (if they're in the correct folders) and then add them to the list.

Resolve DNS names - When you add a server in that uses a DNS name instead of a static IP, this option will resolve the DNS name again, in case the IP has changed.

Fan report... - This has been explained in Player > Fan report.

Scanner stats - The current scanners report to your program and tell the All-Seeing Eye the stat on each of the scanners.

Options... - Takes you to the options screen.