

# Overview

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The purpose of this application is to provide a simple way to keep an eye on several simultaneously running EVE Online clients and to easily switch between them. While running it shows a set of live thumbnails for each of the active EVE Online clients. These thumbnails allow fast switch to the corresponding EVE Online client either using mouse or configurable hotkeys.

It's essentially a task switcher, it does not relay any keyboard/mouse events and suchlike. The application works with EVE, EVE through Steam, or any combination thereof.

The program does NOT (and will NOT ever) do the following things:

- modify EVE Online interface
- display modified EVE Online interface
- broadcast any keyboard or mouse events
- anyhow interact with EVE Online except of bringing its main window to foreground or resizing/minimizing it

**Under any conditions you should NOT use EVE-O Preview for any actions that break EULA or ToS of EVE Online.**

If you have find out that some of the features or their combination of EVE-O Preview might cause actions that can be considered as breaking EULA or ToS of EVE Online you should consider them as a bug and immediately notify the Developer ( Aura Asuna ) via in-game mail.

# How To Install & Use

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1. Download and extract the contents of the .zip archive to a location of your choice (ie: Desktop, CCP folder, etc) ..\* **Note:** Please do not install the application into the *Program Files* or *Program files (x86)* folders. These folders in general do not allow applications to write anything there while EVE-O Preview now stores its configuration file next to its executable, thus requiring the write access to the folder it is installed into.
2. Start up both EVE-O Preview and your EVE Clients (the order does not matter)
3. Adjust settings as you see fit. Program options are described below

Video Guides:

- [Eve online , How To : EVE-O Preview \(multiboxing; legal\)](#)

## System Requirements

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- Windows 7, Windows 8/8.1, Windows 10
- Microsoft .NET Framework 4.6.2+
- EVE clients Display Mode should be set to **Fixed Window** or **Window Mode**. **Fullscreen** mode is not supported.

# EVE Online EULA/ToS

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This application is legal under the EULA/ToS:

CCP FoxFour wrote:

Please keep the discussion on topic. The legitimacy of this software has already been discussed and doesn't need to be again. Assuming the functionality of the software doesn't change, it is allowed in its current state.

CCP Grimmi wrote:

Overlays which contain a full, unchanged, EVE Client instance in a view only mode, no matter how large or small they are scaled, like it is done by EVE-O Preview as of today, are fine with us. These overlays do not allow any direct interaction with the EVE Client and you have to bring the respective EVE Client to the front/put the window focus on it, in order to interact with it.

# Application Options

## Application Options Available Via GUI

### General Tab

Option	Description
Minimize to System Tray	Determines whether the main window form be minimized to windows tray when it is closed
Track client locations	Determines whether the client's window position should be restored when it is activated or started
Hide preview of active EVE client	Determines whether the thumbnail corresponding to the active EVE client is not displayed
Minimize inactive EVE clients	Allows to auto-minimize inactive EVE clients to save CPU and GPU
Previews always on top	Determines whether EVE client thumbnails should stay on top of all other windows
Hide previews when EVE client is not active	Determines whether all thumbnails should be visible only when an EVE client is active
Unique layout for each EVE client	Determines whether thumbnails positions are different depending on the EVE client being active

### Thumbnail Tab

Option	Description
Opacity	Determines the inactive EVE thumbnails opacity (from almost invisible 20% to 100% solid)
Thumbnail Width	Thumbnails width. Can be set to any value from <b>100</b> to <b>640</b> points
Thumbnail Height	Thumbnails Height. Can be set to any value from <b>80</b> to <b>400</b> points

### Zoom Tab

Option	Description
Zoom on hover	Determines whether a thumbnail should be zoomed when the mouse pointer is over it
Zoom factor	Thumbnail zoom factor. Can be set to any value from <b>2</b> to <b>10</b>
Zoom anchor	Sets the starting point of the thumbnail zoom

### Overlay Tab

Option	Description
Show overlay	Determines whether a name of the corresponding EVE client should be displayed on the thumbnail
Show frames	Determines whether thumbnails should be displays with window caption and borders
Highlight active client	Determines whether the thumbnail of the active EVE client should be highlighted with a bright border
Color	Color used to highlight the active client's thumbnail in case the corresponding option is set

### Active Clients Tab

Option	Description
Thumbnails list	List of currently active EVE client thumbnails. Checking an element in this list will hide the corresponding thumbnail. However these checks are not persisted and on the next EVE client or EVE-O Preview run the thumbnail will be visible again

## Mouse Gestures and Actions

Mouse gestures are applied to the thumbnail window currently being hovered over.

Action	Gesture
Activate the EVE Online client and bring it to front	Click the thumbnail
Minimize the EVE Online client	Hold Control key and click the thumbnail
Switch to the last used application that is not an EVE Online client	Hold Control + Shift keys and click any thumbnail
Move thumbnail to a new position	Press right mouse button and move the mouse
Adjust thumbnail height	Press both left and right mouse buttons and move the mouse up or down
Adjust thumbnail width	Press both left and right mouse buttons and move the mouse left or right

## Configuration File-Only Options

Some of the application options are not exposed in the GUI. They can be adjusted directly in the configuration file.

**Note:** Do any changes to the configuration file only while the EVE-O Preview itself is closed. Otherwise the changes you made might be lost.



Option	Description
<b>ActiveClientHighlightThickness</b>	<p>Thickness of the border used to highlight the active client's thumbnail.</p> <p>Allowed values are <b>1...6</b>.</p> <p>The default value is <b>3</b></p> <p>For example: "<b>ActiveClientHighlightThickness</b>": <b>3</b></p>
<b>CompatibilityMode</b>	<p>Enables the alternative render mode (see below)</p> <p>The default value is <b>false</b></p> <p>For example: "<b>CompatibilityMode</b>": <b>true</b></p>
<b>EnableThumbnailSnap</b>	<p>Allows to disable thumbnails snap feature by setting its value to <b>false</b></p> <p>The default value is <b>true</b></p> <p>For example: "<b>EnableThumbnailSnap</b>": <b>true</b></p>
<b>HideThumbnailsDelay</b>	<p>Delay before thumbnails are hidden if the <b>General - &gt; Hide previews when EVE client is not active</b> option is enabled</p> <p>The delay is measured in thumbnail refresh periods</p> <p>The default value is <b>2</b> (corresponds to 1 second delay)</p> <p>For example: "<b>HideThumbnailsDelay</b>": <b>2</b></p>
<b>PriorityClients</b>	<p>Allows to set a list of clients that are not auto-minimized on inactivity even if the <b>Minimize inactive EVE clients</b> option is enabled. Listed clients still can be minimized using Windows hotkeys or via <i>Ctrl+Click</i> on the corresponding thumbnail</p> <p>The default value is empty list <b>[]</b></p> <p>For example: "<b>PriorityClients</b>": [ "<b>EVE - Phrynohyas Tig-Rah</b>", "<b>EVE - Ondatra Patrouette</b>" ]</p>
<b>ThumbnailMinimumSize</b>	<p>Minimum thumbnail size that can be set either via GUI or by resizing a thumbnail window. Value is written in the form "width, height"</p> <p>The default value is "<b>100, 80</b>".</p> <p>For example: "<b>ThumbnailMinimumSize</b>": "<b>100, 80</b>"</p>
<b>ThumbnailMaximumSize</b>	<p>Maximum thumbnail size that can be set either via GUI or by resizing a thumbnail window. Value is written in the form "width, height"</p> <p>The default value is "<b>640, 400</b>".</p> <p>For example: "<b>ThumbnailMaximumSize</b>": "<b>640, 400</b>"</p>
<b>ThumbnailRefreshPeriod</b>	<p>Thumbnail refresh period in milliseconds. This option accepts values between <b>300</b> and <b>1000</b> only.</p> <p>The default value is <b>500</b> milliseconds.</p> <p>For example: "<b>ThumbnailRefreshPeriod</b>": <b>500</b></p>

## Hotkey Setup

It is possible to set a key combinations to immediately jump to certain EVE window. However currently EVE-O Preview doesn't provide any GUI to set the these hotkeys. It should be done via editing the configuration file directly. Don't forget to make a backup copy of the file before editing it.

**Note:** Don't forget to make a backup copy of the file before editing it.

Open the file using any text editor. find the entry **ClientHotkey**. Most probably it will look like

```
"ClientHotkey": {},
```

This means that no hotkeys are defined. Edit it to be like

```
"ClientHotkey": {  
  "EVE - Phrynohyas Tig-Rah": "F1",  
  "EVE - Ondatra Patrouette": "F2"  
}
```

This simple edit will assign **F1** as a hotkey for Phrynohyas Tig-Rah and **F2** as a hotkey for Ondatra Patrouette, so pressing F1 anywhere in Windows will immediately open EVE client for Phrynohyas Tig-Rah if he is logged on.

The following hotkey is described as `modifier+key` where `modifier` can be **Control**, **Alt**, **Shift**, or their combination. F.e. it is possible to setup the hotkey as

```
"ClientHotkey": {  
  "EVE - Phrynohyas Tig-Rah": "F1",  
  "EVE - Ondatra Patrouette": "Control+Shift+F4"  
}
```

**Note:** Do not set hotkeys to use the key combinations already used by EVE. It won't work as *"I set hotkey for my DPS char to F1 and when I'll press F1 it will automatically open the DPS char's window and activate guns"*. Key combination will be swallowed by EVE-O Preview and NOT retranslated to EVE window. So it will be only *"it will automatically open the DPS char's window"*.

## Cycle Clients with Hotkey Setup

In a similar pattern to the per client Hotkey Setup, It is possible to set a key combinations to cycle through select Eve Windows. EVE-O Preview doesn't provide any GUI to set the these hotkeys. It should be done via editing the configuration file directly. Don't forget to make a backup copy of the file before editing it.

If you have not run EVE-O Preview before, or since this feature was added then it is recommended to quickly open and close EVE-O Preview once to trigger the config to update with some sample values.

**Note:** Don't forget to make a backup copy of the file before editing it.

Open the file using any text editor. find the entries **CycleGroup1ForwardHotkeys** and **CycleGroup1BackwardHotkeys**. Most probably it will look like

```
"CycleGroup1ForwardHotkeys": [  
  "F14",  
  "Control+F14"  
],  
"CycleGroup1BackwardHotkeys": [  
  "F13",  
  "Control+F13"  
]
```

**Note:** It is highly recommended to leave the Hotkey values as default and bind them with a gaming device if you can support it.

Next find the entry **CycleGroup1ClientsOrder**. Most probably it will look like

```
"CycleGroup1ClientsOrder": {  
  "EVE - Example DPS Toon 1": "1",  
  "EVE - Example DPS Toon 2": "2",  
  "EVE - Example DPS Toon 3": "3"  
}
```

You should modify this entry with a list of each of your clients replacing "Example DPS Toon 1", etc with the name of your character. The numbers on the right are used to force the order in which they cycle. If a character appears in the list but is not currently logged in, then it will simply be skipped. If a character does not appear in the list, then they will never become active when cycling clients.

By now you may have noticed that there are two groups. The above configuration can be followed for a second group by using the values

**CycleGroup2ForwardHotkeys**, **CycleGroup2BackwardHotkeys**, and

**CycleGroup2ForwardHotkeys** This may provide useful if you want to have one HotKey to cycle through a group of DPS characters, while another HotKey cycles through support roles such as gate scouts, or a group of logi.

Alternatively you may not want to use any of these HotKeys. Please note that deleting the values in their entirety will simply result in them being automatically re-generated. Should you wish to remove these HotKeys completely, Simply set the values to empty, such as the example below:

```
"CycleGroup1ForwardHotkeys": [],  
"CycleGroup1BackwardHotkeys": [],  
"CycleGroup1ClientsOrder": {},  
"CycleGroup2ForwardHotkeys": [],  
"CycleGroup2BackwardHotkeys": [],  
"CycleGroup2ClientsOrder": {}
```

## Hints

- Minimise the use of modifiers or standard keys to minimise issues with the client playing up. In the default example unusual Function keys (e.g. F14) are used which are then bound to a game pad or gaming mouse.
- The Eve client can be somewhat less than stable, often getting confused as client focus switches. It is near certain that you will experience issues such as keys sticking or even in some cases D-Scan running each time the client swaps. So far I have found no perfect solution and opt for the most stable solution instead, of sticking to the F14+ keys.
- For the best experience try to use the Control modifier. In the default example F14 is used to cycle to the next client, but if pressed mid locking a target (Control + Clicking) then the client will not cycle. By registering Control+F4 as an additional hotkey, the client will cycle.
- For a list of supported keys, see: <https://docs.microsoft.com/en-us/dotnet/api/system.windows.forms.keys>

## Per Client Border Color

Have you ever wanted your main client to show up in a different color so that it more easily catches your eye? Or maybe your Logi to stand out?

EVE-O Preview doesn't provide any GUI to set the these per client overrides as yet. Though, It can be done via editing the configuration file directly. **Note** Don't forget to make a backup copy of the file before editing it.

Open the file using any text editor. find the entry

**PerClientActiveClientHighlightColor.** Most probably it will look like

```
"PerClientActiveClientHighlightColor": {  
  "EVE - Example Toon 1": "Red",  
  "EVE - Example Toon 2": "Green"  
}
```

You should modify this entry with a list of each of your clients replacing "Example Toon 1", etc with the name of your character. The names on the right represent which highlight color to use for that clients border.

If a client does not appear in this list, then it will use the global highlight color by default.

**Hint** For a list of supported colors see: <https://docs.microsoft.com/en-us/dotnet/api/system.drawing.color#properties>

## Compatibility Mode

This setting allows to enable an alternate thumbnail render. This render doesn't use advanced DWM API to create live previews. Instead it is a screenshot-based render with the following pros and cons:

- ☐ + Should work even in remote desktop environments
- ☐ - Consumes significantly more memory. In the testing environment EVE-O Preview did consume around 180 MB to manage 3 thumbnails using this render. At the same time the primary render did consume around 50 MB when run in the same environment.
- ☐ - Thumbnail images are refreshed at 1 FPS rate
- ☐ - Possible short mouse cursor freezes

# Credits

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## Maintained by

- Aura Asuna

## Created by

- StinkRay

## Previous maintainers

- Phrynohyas Tig-Rah
- Makari Aeron
- StinkRay

## With contributions from

- CCP FoxFour

## Forum thread

<https://forums.eveonline.com/t/4202>

## Original repository

<https://bitbucket.org/ulph/eve-o-preview-git>

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