SEye now uses *A LOT* less CPU to run. Although, it is still too high and i am working on getting it even lower. So far it uses about 20% CPU, but when you move your mouse over the screen that shoots up to 100%. I know i won't be able to fix that, though.

And i answered my own question. It was the fact it was reading from the ini whenever it needed information. So now, it will update it's information when the map changes and when the ini is overwritten. When i get a few things finished i'll release an installer for it (i know some people have had trouble using it).

The server is very stable, the SEye (server-side) uses virtually no CPU / RAM. It's multi threaded to hopefully optimize it.