

# lolMiner-144 0.38

## Quickstart

lolMiner uses so names mining profiles that are defined in “user\_config.json”. This document describes how to make the miner run on a specific profile and how to edit it. Once all settings are done just run “run\_miner.bat” (Windows) or “run\_miner.sh” (Linux) in command line.

## 1. Editing the user profiles

1. Open the file “user\_config.json” in a text edit (Notepad++, GEdit or similar)
2. You will see the file has multiple sections. The “default” section at the top contains defaults valid for all profiles (but that can overwritten by specific profile settings).

To start mining we will modify the “EXAMPLE1” profile:

```
"EXAMPLE1" :  
{  
    "COIN" : "BTCZ",  
    "POOLS" : [  
        {"POOL" : "mine-btcz-euro.equipool.1ds.us",  
         "PORT" : "50061",  
         "USER" : "t1dbQvbohSUAGE6dZpUYru7e18SCNvipVXY.lolMiner",  
         "PASS" : "x"}  
    ],  
}
```

3. For a quick start change the entry “COIN”: “BTCZ” to “COIN”: “<What you want to mine>”. Currently the following coin short names are supported:

Short Name	Full Coin Name	Algorithm
<b>BTCZ</b>	BitcoinZ	Equihash 144.5
<b>BTG</b>	Bitcoin Gold	Equihash 144.5
<b>LTZ</b>	Litecoin Z	Equihash 144.5
<b>SAFE</b>	SafeCoin	Equihash 144.5
<b>XSG</b>	Snowgem	Equihash 144.5

4. In the pools section replace the right hand side entries of “POOL”, “PORT”, “USER”, “PASS” by strings representing your mining settings. Most pools provide examples on correct settings. For “USER” you should give your wallet name and a worker name separated by a “.”. On the supernova pool this is <username>.<workerName>.

If your pool does not require a password, leave it as “x”.

## 2. Switching the used profile name

You can change the profile identifier “EXAMPLE1” by a self chosen name. Also as given in the example configuration there is a secondary profile “EXAMPLE2”. To make the miner aware of the changed names we must open the “run\_miner.sh” file (Linux) or “run\_miner.bat” (Windows).

```

1 #!/bin/bash
2
3 #####
4 ## begin of user-editable part ##
5 #####
6
7 PROFILE=EXAMPLE1
8
9 #####
10 ## End of user-editable part ##
11 #####
12
13 cd "$(dirname "$0")"
14 while true
15 do
16     ./lolMiner-zero -profile=$PROFILE $@
17     if [ $? -eq 134 ]
18     then
19         break
20     fi
21 done

```

```

1 @echo off
2
3 setlocal enableDelayedExpansion
4
5 Rem #####
6 Rem ## begin of user-editable part ##
7 Rem #####
8
9 Rem Insert your configuration file name here
10 set "PROFILE=EXAMPLE1"
11
12 Rem #####
13 Rem ## End of user-editable part ##
14 Rem #####
15
16
17 set "PARAMS=-profile=%PROFILE%"
18
19 setx GPU_FORCE_64BIT_PTR 1
20 setx GPU_MAX_HEAP_SIZE 100
21 setx GPU_USE_SYNC_OBJECTS 1

```

To make the miner aware just give the new names after the equal sign in line 7 of “run\_miner.sh” (left picture) or line 10 of “run\_miner.bat”.

### 3. Using a Fail-Over Pool List

lolMiner supports to connect to an other pool if the connection to a certain pool fails too often.

To use this feature just provide a list with multiple pools to in the corresponding miner profile. The profile “EXAMPLE2” in the “user\_config.json” gives an example how this must look like. You can add a third pool if you want.

Currently due to code restructuring the controllability of the fail-over support is limited. By default the miner will test to connect to a specific pool 5<sup>th</sup> trial it will switch to the next pool if there are more configured. After 30 minutes the miner will ping back to the primary pool and will give a single attempt to connect back. If this fails it continues with the 2<sup>nd</sup> pool and so on.

When the end of the list is reached the miner will go back to the first list entry.

### 4. Json Trouble Shooting

The json format is very sensitive for ‘,’ - related errors. When you see that the miner does not start on your configuration make sure:

1. If there is a list (e.g. multiple numbers, multiple pools, multiple mining profiles, multiple settings within a profile) the individual entries are separated by a ‘,’.
2. After the last entry before a block closes there may NOT be a ‘,’.

For example: in the example configuration the two profiles and the default section are separated by two ‘,’ but after the last profile there is no third ‘,’. If we would like to add one more profile we again must insert one more to separate it from the existing, but after the new profile no ‘,’ would succeed.

The same is true for pool lists.

## 5. Advanced Settings: Platform and Devices

The entries in the default section “PLATFORM”: “AUTO” and “DEVICES” : “AUTO” define the behavior of the OpenCL driver and device selection.

By default (or when set to “AUTO”) the Nvidia or AMD platform (driver) with the most recognized GPUs will be selected for mining. You can change this behavior by giving a specific number to “PLATFORM”. For example “PLATFORM” : 1, will force the miner to use the 2<sup>nd</sup> platform detected in the system, because the numbers are 0 based.

To see what platforms are available on your machine run the command line tool “clinfo” and see the top of the output. The platforms appear in same order as will be recognized by lolMiner.

As for devices the default – or when set to AUTO – will be that all GPUs of a specific platform will be used. This behavior can be changed by giving a **VECTOR** of integers instead that correspond to the GPU numbers (0 based) in your system. Again look at clinfo to see which GPUs are detected in which order on your system.

For example on a 5 card or more mining rig the entry "DEVICES" : [0,1,2,4], would indicate to run on device 0, 1, 2 and 4 but to skip number 3.

The platform and device settings can be done as well in the default section as in the miner profiles, where the miner profile entries overwrite the default section when given.