

Requests for Terry

Started 19th June 2014

Please keep to one line followed by how important you think it is ranging from 1-10

Example. “6” Being above average importance

Anyone is welcome to come to #zeushash irc freenode chat to talk about things or just plain out have a vent :)

if you don't need don't have an irc client you can use this web service (you don't need an account)

<http://webchat.freenode.net/?channels=#zeushash>

More info at Zeus Wiki

<http://wiki.zeusminer.info>

Q1: Comprehensive chip datasheet uploaded to site for modders “6”

Chip implementation is [HERE](#);

Schematics can be found [HERE](#).

Full Chip Datasheet found at bottom of page [HERE](#)

Q2A: Test board and chips sent to forum user [jstefanop](#) on this thread [#190](#) “7”

Blizzards were sent. We are sending him and darkwinde a Thunder X3 each as our gratitude for helping out the community.

Q2B: When do you plan to sending out the X3? Is there anything required like shipping addresses etc.? “7”

Q3: Free Raspberry Pi status “2”

Answer: (answer time?) “yes we are sending them out everyday”

Q4: Update for users who are trying to get their credit from Distributors applied to waiting sales orders. “5”

To obtain credits from ASICPLUS and Hash Master, follow these steps:

1) Get your order (invoice) email from distributors ready;

- 2) Go to ZeusMiner.com and choose the item you desire;
- 3) Order the items, but DO NOT pay yet;
- 4) Send your order number on ZeusMiner to cs@zeusminer.com along with material in step 1;
- 5) We will process the credits to your account;
- 6) Go to your account and apply the credits and pay with your desired method;
- 7) Happy mining!

Q5: How and why has GAW been able to undercut your prices “3”

OEM distributors have the freedom to come up with combinations they would like (at their own cost). However they do not qualify for promotions (such as store credits and ZeusHash giveaway) that ZeusMiner provides. After all it's up to the consumer to choose whichever is more beneficial.

Q6A: GAW sell 27mh for 2k~ for batch 2 and its already include tax and shiping for US. If calculated shipping for 200 usd and tax for 20%, is GAW got Thunder X3 for 1250-1400 usd? “1”

Tax shouldn't be calculated as international transaction doesn't incur such. Distributors would take large batch and ship them in one go, meaning shipping charge would be much lower than sending one piece item.

Q6B:

- If GAW send in one go, then theres chances they use the ordered to week fourth no?
 - They selling include tax for US buyer, since they located in US and since I did see GAW mistakes for placing prices “5”
- (I love the way this docs use)

Q7: Fan specs. CFM and amps for the big miners “7”

120, 0.6A

144, 1A

There are two types we used before in different models.

Q8: (2014.06.19) For Zeushost, can you divide our miners into groups of Thunders, Lightnings, so that we can point each to different pools. “7”

For now each order can be pointed to one pool only. We are continuing our development of host management software which will support that (each rig) shortly (probably this weekend or early next week).

Q9A: We really need decent, specific miner software (not just a gui) but an optimised hashing stable miner software “8”

The mining software now (either our version of cgminer or Darkwinde and jstephanop's bfgminer port) are very stable.

Q9B: (2014.06.22) Zeushost: Low hashrates. Need hashrate history data for our hosted miners. My batch-1 is over 100MH, 90% of the time it's underperforming, right now it's at 37MH. How is this stable? Please implement hashrate history chart/data on zeushost site. Reference: [HERE](#) “9”

Q9C: (2014.06.22) The functionality to change pool instantly from GUI. “9”

Q10: Will we see better performance out of the existing hardware soon? “5”

By performance do you mean hashrate alone or hashrate/power consumption? We have opted for hardware config that can support higher hashrate and take the blame for being power hungry and you have a lot of room for clocking (we were able to clock them at 360 under conditions like cooler ambient temperature, etc.) and getting about 15 - 20% more hashrate. Volt mod is possible but not recommended since we are running at 1.3V already and that's pretty much close to the ceiling a 55nm chip can handle. Higher clock speed = more heat. And when temperature goes up, hw errors are more apparent which makes it hashing slower. So in order to get better performance, better cooling would be required.

Q11: Will we get 300kh or more per chip ever, on the current blizzard, cyclone, thunder, hurricane and if so how long will that be? “5”

With .sufficient cooling, at 1.3V 360 clock speed we got around 260 - 270Kh/s per chip. But because we used a board that's really small considering the power/area (pretty much

the highest in any crypto miners), you really need a heck of lot better cooling solutions to make it stable

Q12: Will you think about selling us just straight up pcb boards? (everything but the case and fans) “5”

Definitely. But do you want bare board or a board with all the components with smt done? Both are fine. I understand some of you are interested in putting them into Immersion kind of system and I would love to see the results of that as well. Let me get that product up in several days then.

Q13: Are you serious with the chips price? I mean when ordering 500 chips, the price of the chips alone is really close to buying finished hardware from you and resellers with all the discounts available now. everything over 10\$/Mh is way too high. BTW, at 2\$/chips, I'd be interested in at least 500, maybe 1000 for custom builds like my mini-Blade with more efficient cooling than the original Blizzard “5”

Q14: In the latest CGminer build you have changed the calculation method of read count (RC). Can you explain what the parameter read count is for? Please use other words than you used in the manual. Because this does not explain enough compared to what is implemented within the code to calculate the RC. It would also be nice if you can explain why do you use “4294967296*10“ within the formula `red_count = (uint32_t)((4294967296*10)/(info->cores_perchip*info->chips_count_max*info->golden_speed_percore*2)); “8”`

Read count is the time interval value of the hash works that were sent to the miner. If Readcount == 100, it means cgminer intend to send a new work to the miner every 10 seconds (100 * 0.1 second).

When the miner received a new work, it will try to add nonce(32 bits) to the work data, and calculate the hash value based on them.

If the hash result meet the difficulty we set, the miner will send back the exact nonce to cgminer. And the cgminer will report it to the pool while the miner continue to try other nonces.

So we need set the readcount properly to make sure the miner will not exhaust the nonce range ($2^{32}=4294967296$).

If the miner's speed is 100M hash/s, it means the miner will calculate the hash value 100M times in 1 second (use 100M different nonces).

So after 42.9 seconds ($2^{32}/100000000$), the miner has no work to do. All 2^{32} nonce possibilities have been calculated.

At this circumstance, the readcount's maximum value is 429. But we also can set it to $429/2$ or $429*3/8$. They all can be accepted.

Q15: When will Zeushost officially start? This is very important as originally it should have started June 3 which will be used as the starting date for the announced compensation. If it has already "officially" started last week, based on the latest announcement, what about the units that are not hashing? Hashing below expectation? Hashing on and off? "9"

Q16: The old Blizzard drivers installed one blizzard from batch 2 but would not allow the installation of a second blizzard. (even after the new drivers were downloaded) The driver refuses to revert from the old one to the new. How can I correct this? I attempted to delete the old driver but win xp does not have a simple driver delete section.

[Come to the irc channel stated at the top of this doc for help :\)](#)

Q17: Can you close your company down please its making the rest of us look terrible.