```
CENTRAL WALLET = 'mymdxM8wq88YbciQQX5JXGKqA2VTbsmJBw' # Local coin address where money goes
COINDAEMON TRUSTED HOST = 'localhost'
COINDAEMON TRUSTED PORT = 18332
COINDAEMON TRUSTED USER = 'joan'
COINDAEMON TRUSTED PASSWORD = 'aA1!123456'
COINDAEMON ALGO = 'sha256d' # The available options are: scrypt, sha256d, scrypt-jane, skeinhash, and quark SCRYPTJANE NAME = 'vtc_scrypt'# Set this to the Scrypt jane module name e.g. yac_scrypt or vtc_scrypt COINDAEMON_TX = False # For Coins which support TX Messages please enter yes in the TX selection
    # Backup Coin Daemon address's (consider having at least 1 backup)
# You can have up to 99
#COINDAEMON_TRUSTED_HOST_1 = 'localhost'
#COINDAEMON_TRUSTED_PORT_1 = 8332
#COINDAEMON_TRUSTED_USER_1 = 'user'
#COINDAEMON_TRUSTED_PASSWORD_1 = 'somepassword'
#COINDAEMON_TRUSTED_HOST_2 = 'localhost'
#COINDAEMON_TRUSTED_PORT_2 = 8332
#COINDAEMON_TRUSTED_USER_2 = 'user'
#COINDAEMON_TRUSTED_PASSWORD_2 = 'somepassword'
    # Set process name of twistd, much more comfortable if you run multiple processes on one machine STRATUM_MINING_PROCESS_NAME= 'twistd-stratum-mining'
\# Enable some verbose debug (logging requests and responses). 
 DEBUG = False
\# Destination for application logs, files rotated once per day. LOGDIR = 'log/'
 # Main application log file.
LOGFILE = None # eg. 'stratum.log'
LOGLEVEL = 'DEBUG'
 # Logging Rotation can be enabled with the following settings
# Josging rotation can be enabled with the following settings
# It if not enabled here, you can set up logrotate to rotate the files.
# For built in log rotation set LOG_ROTATION = True and configure the variables
LOG_ROTATION = True
LOG_SIZE = 10485760 # Rotate every 10M
LOG_RETENTION = 10 # Keep 10 Logs
 # How many threads use for synchronous methods (services).
 # 30 is enough for small installation, for real usage
# it should be slightly more, say 100-300.
THREAD_POOL_SIZE = 300
 # Hostname or external IP to expose
HOSTNAME = '62.57.212.198'
 \begin{array}{l} \# \ Disable \ the \ example \ service \\ ENABLE\_EXAMPLE\_SERVICE = \ False \end{array} 
# Port used for Socket transport. Use 'None' for disabling the transport.
LISTEN_SOCKET_TRANSPORT = 3333
# Port used for HTTP Poll transport. Use 'None' for disabling the transport
LISTEN_HTTP_TRANSPORT = None
# Port used for HTTPS Poll transport
LISTEN_HTTPS_TRANSPORT = None
# Port used for WebSocket transport, 'None' for disabling WS
LISTEN_WS_TRANSPORT = None
# Port used for secure WebSocket, 'None' for disabling WS
LISTEN_WSS_TRANSPORT = None
 # Salt used for Block Notify Password
 "PASSWORD_SALT = 'aklsdfcjhgakjhsdgfclkjaslkfdjcnlkagsdnfc'
 # ******************** Database ****************
DATABASE DRIVER = 'mysql' # Options: none, sqlite, postgresql or mysql DATABASE EXTEND = False # SQLite and PGSQL Only!
# SQLite
DB SQLITE FILE = 'pooldb.sqlite'
```

```
# Postgresal
# Postgresql
DB_PGSQL_HOST = 'localhost'
DB_PGSQL_DBNAME = 'pooldb'
DB_PGSQL_USER = 'pooldb'
DB_PGSQL_PASS = '**empty**'
DB_PGSQL_SCHEMA = 'public'
# MysQL_
DB PGSQL SCHEMA = 'public'

# MySQL
DB MYSQL HOST = 'localhost'
DB MYSQL DBNAME = 'mpos'
DB MYSQL USER = 'joan'
DB MYSQL PASS = 'joanmpospassword1234'
DB MYSQL PORT = 3306 # Default port for MySQL
 # *********** Adv. DB Settings ************
 # Don't change these unless you know what you are doing
DB_LOADER_CHECKTIME = 15 # How often we check to see if we should run the loader DB_LOADER_REC_MIN = 10 # Min Records before the bulk loader fires DB_LOADER_REC_MAX = 50 # Max Records the bulk loader will commit at a time DB_LOADER_FORCE_TIME = 300 # How often the cache should be flushed into the DB regardless of size. DB_STATS_AVG_TIME = 300 # When using the DATABASE_EXTEND option, average speed over X sec # Note: this is also how often it updates DB_USERCACHE_TIME = 600 # How long the usercache is good for before we refresh
 # *********** Pool Settings ***********
# User Auth Options
USERS_AUTOADD = True # Automatically add users to database when they connect.
# This basically disables User Auth for the pool.
USERS_CHECK_PASSWORD = False # Check the workers password? (Many pools don't)
 # Transaction Settings
COINBASE EXTRAS = '/stratumPool/' # Extra Descriptive String to incorporate in solved blocks ALLOW_NONLOCAL_WALLET = False # Allow valid, but NON-Local wallet's
# Coin Daemon communication polling settings (In Seconds)
PREVHASH_REFRESH_INTERVAL = 5 # How often to check for new Blocks
# If using the blocknotify script (recommended) set = to
MERKLE_REFRESH_INTERVAL
# (No reason to poll if we're getting pushed notifications)
MERKLE_REFRESH_INTERVAL = 60 # How often check memorypool
# How often to check for new transactions to be added to the block
 ^{\prime\prime} This effectively resets the template and incorporates new transactions. # This should be "slow"
<code>INSTANCE_ID</code> = 31 \# Used for extranonce and needs to be 0-31
       ********* Pool Difficulty Settings *************
 \# Pool Target (Base Difficulty) POOL_TARGET = 15 \# Pool-wide difficulty target int >=1
 # Variable Difficulty Enable
VARIABLE_DIFF = True # Master variable difficulty enable
         Variable diff tuning variables
# Variable diff tuning variables
#VARDIFF will start at the POOL_TARGET. It can go as low as the VDIFF_MIN and as high as min(VDIFF_MAX or coindaemons difficulty)
USE_COINDAEMON_DIFF = True # Set the maximum difficulty to the coindaemon difficulty.
DIFF_UPDATE_FREQUENCY = 86400 # How often to check coindaemon difficulty. Should be less than coin difficulty
DIFF_UPDATE_FREQUENCY = 86400 # How often to check coindaemon dimcuity. Should be less than coin dimcuty retarget time

VDIFF MIN_TARGET = 10 # Minimum target difficulty

VDIFF_MAX_TARGET = 1000 # Maximum target difficulty

VDIFF_MIN_CHANGE = 1 # Minimum change of worker's difficulty if VDIFF_X2_TYPE=False and the final difficulty will be within the boundaries (VDIFF_MIN_TARGET, VDIFF_MAX_TARGET)

VDIFF_TARGET_TIME = 1 # Target time per share (i.e. try to get 1 share per this many seconds)

VDIFF_RETARGET_TIME = 120 # How often the miners difficulty changes if appropriate

VDIFF_VARIANCE_PERCENT = 30 # Allow average time to very this % from target without retarget
# Allow external setting of worker difficulty, checks pool_worker table datarow[6] position for target difficulty # if present or else defaults to pool target, over rides all other difficulty settings, no checks are made # for min or max limits this should be done by your front end software ALLOW_EXTERNAL_DIFFICULTY = False
 #### Advanced Option #####
### Advanced Option #####

# For backwards compatibility, we send the scrypt hash to the solutions column in the shares table

# For block confirmation, we have an option to send the block hash in

# Please make sure your front end is compatible with the block hash in the solutions table.

# For People using the MPOS frontend enabling this is recommended. It allows the frontend to compare the block hash
to the coin daemon reducing the likelihood of missing share error's for blocks

SOLUTION_BLOCK_HASH = False # If enabled, enter the block hash. If false enter the scrypt/sha hash into the shares
```

## table