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Thread: [Reaper LTC GPU Miner for VS2010](#)

Qmz_ - November 7, 2013, 7:50 am

Hello, was going to modify this one into a silent miner but I found out that it doesn't fit for my purposes.

It's converted for visual studio 2010, and should work without too much hassle. If it doesn't compile, make sure the you have the necessary libs and SDK's, and configure vs to point to the right directories.

So.. if anyone wants to play with it, here it is..

Download: <http://www.sendspace.com/file/bj463y>

Y45KUR - November 7, 2013, 9:59 am

How far have you come with the project and how do you mean that it doesn't fit your purposes?

Anyways, thanks a lot for releasing this!

Qmz_ - November 7, 2013, 10:07 am

It just the source which works with VS2010.

I don't know, I just think that maybe cgMiner is better, or then some which has both CPU and GPU support.

topstar - November 7, 2013, 1:11 pm

reaper dont have cpu support? i thought "reaper_cpuonly.exe" is the cpu part. thanks for the source

Qmz_ - November 7, 2013, 1:20 pm

(Nov 7, 2013 02:11 PM)topstar Wrote: [CITE](#) reaper dont have cpu support? i thought "reaper_cpuonly.exe" is the cpu part. thanks for the source
Oh well that's true. Must mixed it with cgMiner.