

ALLE 3 CONNECTORS AUF HDMI

- VIDEO DEVICE ID: 3E98
- PLATFORM ID: 3E9B0007
- Intel Generation: Coffee Lake

BusID 123 UND PIPE 8

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BusID 234 UND PIPE 8

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BusID 345 UND PIPE 8

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BusID 561 UND PIPE 8

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BusID 612 UND PIPE 8

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BusID 123 UND PIPE 9

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BusID 234 UND PIPE 9

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BusID 345 UND PIPE 9

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BusID 456 UND PIPE 9

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BusID 561 UND PIPE 9

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BusID 612 UND PIPE 9

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BusID 123 UND PIPE 10

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<key>framebuffer-con0-busid</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
AgAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
AwAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
```

```
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAgA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 234 UND PIPE 10

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
<key>AAPL,ig-platform-id</key>
<data>
BwCbPg==
</data>
<key>AAPL,slot-name</key>
<string>Internal@0,2,0</string>
<key>device-id</key>
<data>
mD4AAA==
</data>
<key>device_type</key>
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-busid</key>
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AgAAAA==
</data>
<key>framebuffer-con0-enable</key>
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AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
```

```

</data>
<key>framebuffer-con1-busid</key>
<data>
AwAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
BAAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>

```

BusID 345 UND PIPE 10

```

<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
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<data>
BwCbPg==

```

```
</data>
<key>AAPL,slot-name</key>
<string>Internal@0,2,0</string>
<key>device-id</key>
<data>
mD4AAA==
</data>
<key>device_type</key>
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-busid</key>
<data>
AwAAAA==
</data>
<key>framebuffer-con0-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
BQAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con2-type</key>
```

```
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGa==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 456 UND PIPE 10

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
  <key>AAPL,ig-platform-id</key>
  <data>
  BwCbPg==
  </data>
  <key>AAPL,slot-name</key>
  <string>Internal@0,2,0</string>
  <key>device-id</key>
  <data>
  mD4AAA==
  </data>
  <key>device_type</key>
  <string>VGA compatible controller</string>
  <key>enable-hdmi20</key>
  <data>
  AQAAAA==
  </data>
  <key>framebuffer-con0-busid</key>
  <data>
  BAAAAA==
  </data>
  <key>framebuffer-con0-enable</key>
  <data>
  AQAAAA==
  </data>
  <key>framebuffer-con0-pipe</key>
  <data>
  CgAAAA==
  </data>
  <key>framebuffer-con0-type</key>
```

```
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
BQAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 561 UND PIPE 10

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
  <key>AAPL,ig-platform-id</key>
  <data>
  BwCbPg==
  </data>
  <key>AAPL,slot-name</key>
```



```
<string>Internal@0,2,0</string>
<key>device-id</key>
<data>
mD4AAA==
</data>
<key>device_type</key>
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
BgAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-enable</key>
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AQAAAA==
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<key>framebuffer-con2-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
```

```
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAgA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 612 UND PIPE 10

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
<key>AAPL,ig-platform-id</key>
<data>
BwCbPg==
</data>
<key>AAPL,slot-name</key>
<string>Internal@0,2,0</string>
<key>device-id</key>
<data>
mD4AAA==
</data>
<key>device_type</key>
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-busid</key>
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BgAAAA==
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AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
```

```

</data>
<key>framebuffer-con1-busid</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
AgAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
CgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>

```

BusID 123 UND PIPE 18

```

<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
<key>AAPL,ig-platform-id</key>
<data>
BwCbPg==

```

```
</data>
<key>AAPL,slot-name</key>
<string>Internal@0,2,0</string>
<key>device-id</key>
<data>
mD4AAA==
</data>
<key>device_type</key>
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-busid</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
AgAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
AwAAAA==
</data>
<key>framebuffer-con2-enable</key>
```

```
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGa==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 234 UND PIPE 18

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
  <key>AAPL,ig-platform-id</key>
  <data>
  BwCbPg==
  </data>
  <key>AAPL,slot-name</key>
  <string>Internal@0,2,0</string>
  <key>device-id</key>
  <data>
  mD4AAA==
  </data>
  <key>device_type</key>
  <string>VGA compatible controller</string>
  <key>enable-hdmi20</key>
  <data>
  AQAAAA==
  </data>
  <key>framebuffer-con0-busid</key>
  <data>
  AgAAAA==
  </data>
  <key>framebuffer-con0-enable</key>
```

<data>
AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
AwAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
BAAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGA==

```
    </data>
    <key>hda-gfx</key>
    <string>onboard-1</string>
    <key>model</key>
    <string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
  </dict>
```

BusID 345 UND PIPE 18

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
  <dict>
    <key>AAPL,ig-platform-id</key>
    <data>
      BwCbPg==
    </data>
    <key>AAPL,slot-name</key>
    <string>Internal@0,2,0</string>
    <key>device-id</key>
    <data>
      mD4AAA==
    </data>
    <key>device_type</key>
    <string>VGA compatible controller</string>
    <key>enable-hdmi20</key>
    <data>
      AQAAAA==
    </data>
    <key>framebuffer-con0-busid</key>
    <data>
      AwAAAA==
    </data>
    <key>framebuffer-con0-enable</key>
    <data>
      AQAAAA==
    </data>
    <key>framebuffer-con0-pipe</key>
    <data>
      EgAAAA==
    </data>
    <key>framebuffer-con0-type</key>
    <data>
      AAgAAA==
    </data>
    <key>framebuffer-con1-enable</key>
    <data>
      AQAAAA==
    </data>
    <key>framebuffer-con1-pipe</key>
    <data>
      EgAAAA==
  </dict>
```

```
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
BQAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 456 UND PIPE 18

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
  <key>AAPL,ig-platform-id</key>
  <data>
BwCbPg==
</data>
  <key>AAPL,slot-name</key>
  <string>Internal@0,2,0</string>
  <key>device-id</key>
  <data>
mD4AAA==
</data>
  <key>device_type</key>
```



```
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-busid</key>
<data>
BAAAAA==
</data>
<key>framebuffer-con0-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con0-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
BQAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
```

```
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAAGAA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```

BusID 561 UND PIPE 18

```
<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
  <key>AAPL,ig-platform-id</key>
  <data>
  BwCbPg==
  </data>
  <key>AAPL,slot-name</key>
  <string>Internal@0,2,0</string>
  <key>device-id</key>
  <data>
  mD4AAA==
  </data>
  <key>device_type</key>
  <string>VGA compatible controller</string>
  <key>enable-hdmi20</key>
  <data>
  AQAAAA==
  </data>
  <key>framebuffer-con0-enable</key>
  <data>
  AQAAAA==
  </data>
  <key>framebuffer-con0-pipe</key>
  <data>
  EgAAAA==
  </data>
  <key>framebuffer-con0-type</key>
  <data>
  AAgAAA==
  </data>
  <key>framebuffer-con1-busid</key>
  <data>
  BgAAAA==
  </data>
  <key>framebuffer-con1-enable</key>
```

```

<data>
AQAAAA==
</data>
<key>framebuffer-con1-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con1-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con2-busid</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con2-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con2-type</key>
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AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
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<key>framebuffer-unifiedmem</key>
<data>
AAAAGA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>

```

BusID 612 UND PIPE 18

```

<key>PciRoot(0x0)/Pci(0x2,0x0)</key>
<dict>
<key>AAPL,ig-platform-id</key>
<data>
BwCbPg==
</data>
<key>AAPL,slot-name</key>

```

```
<string>Internal@0,2,0</string>
<key>device-id</key>
<data>
mD4AAA==
</data>
<key>device_type</key>
<string>VGA compatible controller</string>
<key>enable-hdmi20</key>
<data>
AQAAAA==
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<key>framebuffer-con0-busid</key>
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BgAAAA==
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<key>framebuffer-con0-pipe</key>
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EgAAAA==
</data>
<key>framebuffer-con0-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-con1-busid</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-con1-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con1-type</key>
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AAgAAA==
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<key>framebuffer-con2-busid</key>
<data>
AgAAAA==
</data>
<key>framebuffer-con2-enable</key>
<data>
AQAAAA==
```

```
</data>
<key>framebuffer-con2-pipe</key>
<data>
EgAAAA==
</data>
<key>framebuffer-con2-type</key>
<data>
AAgAAA==
</data>
<key>framebuffer-patch-enable</key>
<data>
AQAAAA==
</data>
<key>framebuffer-unifiedmem</key>
<data>
AAAgA==
</data>
<key>hda-gfx</key>
<string>onboard-1</string>
<key>model</key>
<string>Intel CoffeeLake-S GT2 [UHD Graphics 630]</string>
</dict>
```