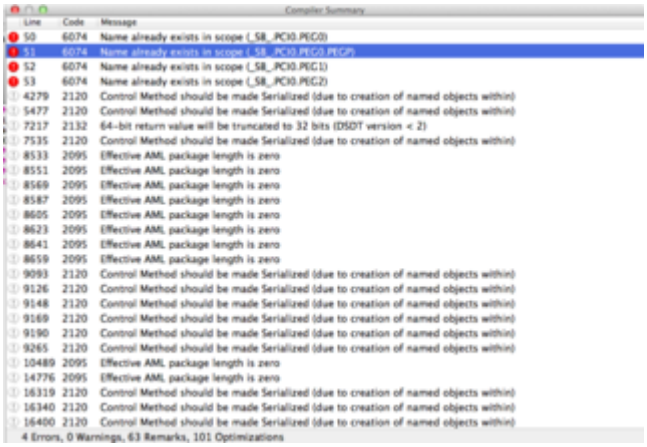
Erledigt DSDT und MaciASL mit Haswell

Beitrag von „toemchen“ vom 27. Februar 2014, 14:54

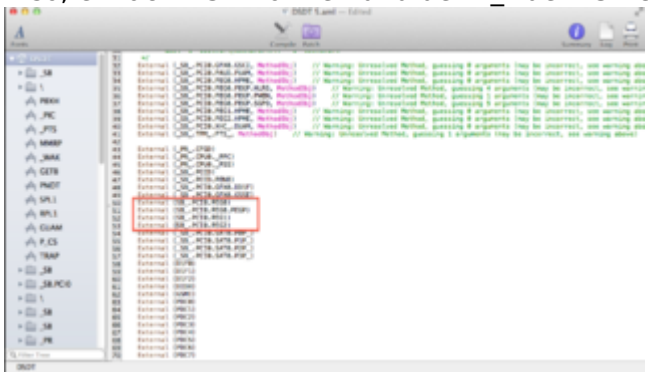
Die "üblichen Fehler" bekommen wir nicht weg. Haben mit Thomaso66 gemeinsam nach einer Lösung gesucht. Du musst nach dem patchen einfach den Fehler beheben. Beim erneuten öffnen der DSDT beginnt das löschen erneut. Keine Ahnung warum und wieso der Fehler sich nicht beheben lässt.



Line	Code	Message
50	6074	Name already exists in scope (_SB_.PCI0.PEG0)
51	6074	Name already exists in scope (_SB_.PCI0.PEG0.PEGP)
52	6074	Name already exists in scope (_SB_.PCI0.PEG1)
53	6074	Name already exists in scope (_SB_.PCI0.PEG2)
4279	2120	Control Method should be made Serialized (due to creation of named objects within)
5477	2120	Control Method should be made Serialized (due to creation of named objects within)
7217	2132	64-bit return value will be truncated to 32 bits (DSDT version < 2)
7535	2120	Control Method should be made Serialized (due to creation of named objects within)
8533	2095	Effective AML package length is zero
8551	2095	Effective AML package length is zero
8569	2095	Effective AML package length is zero
8587	2095	Effective AML package length is zero
8605	2095	Effective AML package length is zero
8623	2095	Effective AML package length is zero
8641	2095	Effective AML package length is zero
8659	2095	Effective AML package length is zero
9093	2120	Control Method should be made Serialized (due to creation of named objects within)
9126	2120	Control Method should be made Serialized (due to creation of named objects within)
9148	2120	Control Method should be made Serialized (due to creation of named objects within)
9169	2120	Control Method should be made Serialized (due to creation of named objects within)
9190	2120	Control Method should be made Serialized (due to creation of named objects within)
9265	2120	Control Method should be made Serialized (due to creation of named objects within)
10489	2095	Effective AML package length is zero
14776	2095	Effective AML package length is zero
16319	2120	Control Method should be made Serialized (due to creation of named objects within)
16340	2120	Control Method should be made Serialized (due to creation of named objects within)
16400	2120	Control Method should be made Serialized (due to creation of named objects within)

4 Errors, 0 Warnings, 63 Remarks, 101 Optimizations

Also, einfach DSDT öffnen und den "_" dem SB entfernen. Dann abspeichern.



Haswell Patch gibt´s leider noch nicht viele und ich muss ehrlich gestehen das ich auch noch nicht so tief in der Materie Stecke. Hier bleibt einfach ab zu warten und/oder aus zu probieren. An Englisch Sprachigen Seiten wirst du hierbei nicht drum rum kommen