

Erledigt

SUCHE DSDT Patch für Intel Graphics Sandy/Ivy Mixed

Beitrag von „TuRock“ vom 18. März 2014, 21:26

Und wo ist deine DSDT !?

Für High-resolution :

Code

```
1. #Maintained by: RehabMan for: Laptop Patches
2. #graphics_HD3K_high.txt
3.
4.
5. #
6. # Use this patch if your laptop has 1600x900 or higher
7. # resolution screen.
8. #
9. # For example, 47x0s (17") or 45x0s with 1080p user
10. # upgraded screen.
11. #
12.
13.
14. # Inject HDMI info and dual-link into GFX0/IGPU
15. into method label _DSM parent_adr 0x00020000 remove_entry;
16. into device name_adr 0x00020000 insert
17. begin
18. Method (_DSM, 4, NotSerialized)\n
19. {\n
20. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n
21. Return (Package())\n
22. {\n
23. "AAPL,snb-platform-id", Buffer() { 0x00, 0x00, 0x01, 0x00 },\n
24. "hda-gfx", Buffer() { "onboard-1" },\n
25. "AAPL00,DualLink", Buffer() { 0x01, 0x00, 0x00, 0x00 },\n
26. }\n
27. }\n
28. end;
```

Alles anzeigen

Für Low-resolution:

Code

```
1. #Maintained by: RehabMan for: Laptop Patches
2. #graphics_HD3K_low.txt
3.
4.
5. #
```

```

6. # Use this patch if your laptop has the standard 1366x768 screen
7. #
8. # Use dual-link if you have 1600x900 or have upgraded
9. # to 1080p screen.
10. #
11.
12.
13. # Inject HDMI info into GFX0/IGPU
14. into method label _DSM parent_adr 0x00020000 remove_entry;
15. into device name_adr 0x00020000 insert
16. begin
17. Method (_DSM, 4, NotSerialized)\n
18. {\n
19. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n
20. Return (Package())\n
21. {\n
22. "AAPL,snb-platform-id", Buffer() { 0x00, 0x00, 0x01, 0x00 },\n
23. "hda-gfx", Buffer() { "onboard-1" },\n
24. })\n
25. }\n
26. end;

```

Alles anzeigen

Für Brightness fix :

Code

```

1. #Maintained by: RehabMan for: Laptop Patches
2. #graphics_MEI_sandy.txt
3.
4.
5. # For Sandy Bridge CPU on 7-series board
6.
7.
8. into device label IMEI parent_label PCI0 remove_entry;
9. into device label PCI0 insert
10. begin
11. Device (IMEI)\n
12. {\n
13. Name (_ADR, 0x00160000)\n
14. Method (_DSM, 4, NotSerialized)\n
15. {\n

```

```
16. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n17. Return (Package())\n18. {\n19. "device-id", Buffer() { 0x3A, 0x1C, 0x00, 0x00 },\n20. "name", "pci8086,1c3a",\n21. })\n22. }\n23. }\n24. end;
```

Alles anzeigen

Edit: HD3000 ist Sandy und HD4000 ist ivy, was soll mix bedeuten !?