

Erledigt

Brauche Hilfe Audio HDMI

Beitrag von „TuRock“ vom 25. März 2014, 23:27

Also, hier der eigentliche patch mit Layout ID 12 (0x0C)

Code

```
1. # Insert method _DSM into device with _ADR 0x001B0000
2. #
3. into method label _DSM parent_adr 0x001B0000 remove_entry;
4. into device name_adr 0x001B0000 insert
5. begin
6. Method (_DSM, 4, NotSerialized)\n
7. {\n
8. Store (Package (0x10)\n
9. {\n
10. "subsystem-id", \n
11. Buffer (0x04)\n
12. {\n
13. 0xA0, 0x00, 0x00, 0x00\n
14. }, \n
15. "subsystem-vendor-id", \n
16. Buffer (0x04)\n
17. {\n
18. 0x6B, 0x10, 0x00, 0x00\n
19. }, \n
20. "codec-id", \n
21. Buffer (0x04)\n
22. {\n
23. 0x9B, 0x98, 0xD4, 0x11\n
24. }, \n
25. "layout-id", \n
26. Buffer (0x04)\n
27. {\n
28. 0x0C, 0x00, 0x00, 0x00\n
29. }, \n
30. "device-type", \n
31. Buffer (0x17)\n
32. {\n
33. "Analog Devices AD2000B"\n
34. }, \n
```

```
35. "model", \n
36. Buffer (0x08)\n
37. {\n
38. "AD2000B"\n
39. }, \n
40. "built-in", \n
41. Buffer (One)\n
42. {\n
43. 0x00\n
44. }, \n
45. "PinConfigurations", \n
46. Buffer (One)\n
47. {\n
48. 0x00\n
49. }\n
50. }, Local0)\n
51. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))\n
52. Return (Local0)\n
53. }\n
54. end
```

Alles anzeigen