Laptop wird schnell heiß

Beitrag von „Goron“ vom 19. Juni 2011, 22:20

Also ich das im dsdt und das funzt, sieht dann für meine CPU so aus:

Und das ganze dann 4 mal, pro Kern halt ....

```
Scope (_PR)
{
Processor (CPU1, 0x01, 0x00000810, 0x06)
{
OperationRegion (STBL, SystemMemory, 0xCFF8E0D0, 0x0190)
Name (NCPU, 0x02)
Name (TYPE, 0x80000000)
Name (HNDL, 0x80000000)
Name (CFGD, 0x01000009)
Name (TBLD, 0x80)
Method (_PDC, 1, NotSerialized)
{
CreateDWordField (Arg0, Zero, REVS)
CreateDWordField (Arg0, 0x04, SIZE)
Store (SizeOf (Arg0), Local0)
Store (Subtract (Local0, 0x08), Local1)
CreateField (Arg0, 0x40, Multiply (Local1, 0x08), TEMP)
Name (STS0, Buffer (0x04)
{
0x00, 0x00, 0x00, 0x00
})
Concatenate (STS0, TEMP, Local2)
_OSC (Buffer (0x10)
{
/* 0000 */ 0x16, 0xA6, 0x77, 0x40, 0x0C, 0x29, 0xBE, 0x47,
/* 0008 */ 0x9E, 0xBD, 0xD8, 0x70, 0x58, 0x71, 0x39, 0x53
}, REVS, SIZE, Local2)
}
```

```
Method (_OSC, 4, NotSerialized)
{
CreateDWordField (Arg3, Zero, STS0)
CreateDWordField (Arg3, 0x04, CAP0)
CreateDWordField (Arg0, Zero, IID0)
CreateDWordField (Arg0, 0x04, IID1)
CreateDWordField (Arg0, 0x08, IID2)
CreateDWordField (Arg0, 0x0C, IID3)
Name (UID0, Buffer (0x10)
{
/* 0000 */ 0x16, 0xA6, 0x77, 0x40, 0x0C, 0x29, 0xBE, 0x47,
/* 0008 */ 0x9E, 0xBD, 0xD8, 0x70, 0x58, 0x71, 0x39, 0x53
})
CreateDWordField (UID0, Zero, EID0)
CreateDWordField (UID0, 0x04, EID1)
CreateDWordField (UID0, 0x08, EID2)
CreateDWordField (UID0, 0x0C, EID3)
If (LNot (LAnd (LAnd (LEqual (IID0, EID0), LEqual (IID1, EID1)),
LAnd (LEqual (IID2, EID2), LEqual (IID3, EID3)))))
{
Store (0x06, STS0)
Return (Arg3)
}


If (LNotEqual (Arg1, One))
{
Store (0x0A, STS0)
Return (Arg3)
}


Or (And (TYPE, 0x7FFFFFFF), CAP0, TYPE)
If (And (CFGD, One))
{
If (LAnd (LAnd (And (CFGD, 0x01000000), LEqual (And (TYPE,
0x09), 0x09)), LNot (And (TBLD, One))))
{
Or (TBLD, One, TBLD)
Load (STBL, HNDL)
}
}
```

```
If (And (CFGD, 0xF0))
{
If (LAnd (LAnd (And (CFGD, 0x01000000), And (TYPE, 0x18
)), LNot (And (TBLD, 0x02))))
{
Or (TBLD, 0x02, TBLD)
}
}


Return (Arg3)
}


Method (_PSS, 0, NotSerialized)
{
Return (Package (0x06)
{
Package (0x06)
{
Zero,
Zero,
0x0A,
0x0A,
0x4824,
Zero
},


Package (0x06)
{
Zero,
Zero,
0x0A,
0x0A,
0x0821,
One
},
```

```
Package (0x06)
{
Zero,
Zero,
0x0A,
0x0A,
0x471E,
0x02
},

Package (0x06)
{
Zero,
Zero,
0x0A,
0x0A,
0x071B,
Zero
},

Package (0x06)
{
Zero,
Zero,
0x0A,
0x0A,
0x4619,
One
},

Package (0x06)
{
Zero,
Zero,
0x0A,
0x0A,
0x0616,
0x02
}
```

```
})
}


Name (_PSD, Package (0x05)
{
0x05,
Zero,
Zero,
0xFC,
0x04
})
Name (_CST, Package (0x02)
{
One,
Package (0x04)
{
ResourceTemplate ()
{
Register (FFixedHW,
0x01, // Bit Width
0x02, // Bit Offset
0x0000000000000000, // Address
0x01, // Access Size
)
},


One,
0x5A,
0x03E8
}
})
}
```