

Erledigt

Problem mit Ton ALC 892 und R9 290 HDMI - Yosemite 10.10

Beitrag von „TuRock“ vom 25. Oktober 2014, 15:53

Damit die Karte richtig erkannt wird sollte man die ID : 0x67B01002 eingetragen haben !
Beide Kext Dateien installieren s.Anhang!

Edit: Und HDMI Audio sollte mit DSDT patch möglich sein :

Code

```
1. # Maintained by: PJALM (help@pjalm.info) for: http://pjalm.info/repos/graphics/
2. # Maintained by: PJALM (help@pjalm.com) for: http://pjalm.com/repos/graphics/
3.
4.
5. # These patches are the registered property of PJALM.COM and can not be
6. # redistributed or modified without the written consent of PJALM.COM.
7. # Links to these patches are allowed so long as the link details that
8. # they come from PJALM.COM
9.
10.
11. # Patch Name : Generic Discrete Graphics (AMD/nVidia)
12. # Patch Version : 1.0
13.
14.
15. # Desktop AMD/nVidia Graphics + HDMI Audio
16. # Credit to Toleda for the graphics and audio fixes
17.
18.
19. into device label PEGP parent_label PEG0 remove_entry;
20. into device label PEG0 parent_label PCI0 set_label begin PEGP end;
21.
22.
23. into scope label _SB.PCI0.PEG0 set_label begin _SB.PCI0.PEGP end;
24. into scope label _SB.PCI0.PEG0 set_label begin _SB.PCI0.PEGP end;
25. into scope label _SB.PCI0.PEG0.PEGP set_label begin _SB.PCI0.PEGP.GFX0 end;
26.
27.
28. into      method      label      _L09      parent_label      _GPE      code_regex
      (Notify\s(\(_SB\.\PCI0\.)PEG0(\,s0x[0-9A-F]{2}\)) replace_matched begin %1PEGP%2 end;
```

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29. into      method      label      _L09      parent_label      _GPE      code_regex
    (Notify\s(\_SB\PCI0\.)PEG0.PEGP(\s(0x[0-9A-F]{2})) replace_matched      begin
    %1PEGP.GFX0%2 end;
30. into      method      label      OL1X      parent_label      _GPE      code_regex
    (Notify\s(\_SB\PCI0\.)PEG0(\sZero)) replace_matched begin %1PEGP%2 end;
31. into      method      label      _DSM      parent_label      GFX0      code_regex
    (If\s(LEqual\s(\^\^\)PEG0\PEGP(\.LNKV,\s0x[0-9A-F]{2})) replace_matched      begin
    %1PEGP.GFX0%2 end;
32. into      method      label      _DSM      parent_label      IGPU      code_regex
    (If\s(LEqual\s(\^\^\)PEG0\PEGP(\.LNKV,\s0x[0-9A-F]{2})) replace_matched      begin
    %1PEGP.GFX0%2 end;
33.
34.
35. # Insert device GFX0 (AMD/nVidia Graphics)
36. into device label GFX0 parent_label PEGP remove_entry;
37. into device label PEGP parent_label PCI0 insert begin
38. Device (GFX0)\n
39. {\n
40. Name (_ADR, Zero)\n
41. Name (_SUN, One)\n
42. Method (_DSM, 4, NotSerialized)\n
43. {\n
44. Store (Package (0x0E) {\n
45. "AAPL,slot-name", "Slot-1",\n
46. "name", "Display Controller",\n
47. "@0,connector-type", Buffer(0x04) {0x00,0x08,0x00,0x00},\n
48. "@1,connector-type", Buffer(0x04) {0x00,0x08,0x00,0x00},\n
49. "@2,connector-type", Buffer(0x04) {0x00,0x08,0x00,0x00},\n
50. "@3,connector-type", Buffer(0x04) {0x00,0x08,0x00,0x00},\n
51. "hda-gfx", Buffer (0x0A) {"onboard-2"}\n
52. }, Local0)\n
53. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))\n
54. Return (Local0)\n
55. }\n
56. }
57. end;
58.
59.
60. # Insert device HDAU (AMD/nVidia HDMI Audio)
61. into device label HDAU parent_label PEGP remove_entry;
62. into device label PEGP parent_label PCI0 insert begin
63. Device (HDAU)\n
64. {\n
65. Name (_ADR, One)\n

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66. Method (_DSM, 4, NotSerialized)\n
67. {\n
68. Store (Package (0x02) {\n
69. "hda-gfx", Buffer (0x0A) {"onboard-2"}\n
70. }, Local0)\n
71. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))\n
72. Return (Local0)\n
73. }\n
74. }\n
75. end;\n
76.\n
77.\n
78. # Change HDEF layout-id for Intel HD audio\n
79. into method label _DSM parent_label HDEF code_regex ("layout-
id",\s*Buffer\s+\(0x04\)s*\{\s*\}0x[0-9A-F]{2},\s*0x[0-9A-F]{2},\s*0x[0-9A-F]{2},\s*0x[0-
9A-F]{2} replace_matched begin %10x01,0x00,0x00,0x00 end;

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Alles anzeigen