

Erledigt

IDT 92HD81B1X on-the-fly Patch mit Clover [AppleALC]

Beitrag von „crusher“ vom 28. August 2016, 11:40

[@Sascha 77](#) use patch for ALC1150 like this and use 1.0.13 version.

Code

```
1. Device (HDEF)
2. {
3. Name (_ADR, 0x001B0000) // _ADR: Address
4. OperationRegion (HDAR, PCI_Config, Zero, 0x0100)
5. Field (HDAR, AnyAcc, NoLock, Preserve)
6. {
7. DVID, 16,
8. Offset (0x4C),
9. DCKA, 1,
10. Offset (0x4D),
11. DCKM, 1,
12. , 6,
13. DCKS, 1,
14. Offset (0x54),
15. Offset (0x55),
16. PMEE, 1,
17. , 6,
18. PMES, 1
19. }
20.
21.
22. Method (_DSW, 3, NotSerialized) // _DSW: Device Sleep Wake
23. {
24. Store (Arg0, PMEE) /* \_SB_.PCI0.HDEF.PMEE */
25. }
26.
27.
28. Method (GPEH, 0, NotSerialized)
29. {
30. If (LEqual (DVID, 0xFFFF))
31. {
32. Return (Zero)
```

```

33. }
34.
35.
36. If (LAnd (PMEE, PMES))
37. {
38. Store (One, PMES) /* \_SB_.PCI0.HDEF.PMES */
39. Notify (HDEF, 0x02) // Device Wake
40. }
41.
42.
43. Return (Zero)
44. }
45.
46.
47. Method (_PRW, 0, NotSerialized) // _PRW: Power Resources for Wake
48. {
49. Return (GPRW (0x0D, 0x04))
50. }
51.
52.
53. Method (_DSM, 4, NotSerialized) // _DSM: Device-Specific Method
54. {
55. Store (Package (0x10)
56. {
57. "AAPL,slot-name",
58. "Built In",
59. "name",
60. "Realtek Audio Controller",
61. "model",
62. Buffer (0x21)
63. {
64. "Realtek ALC1150 Audio Controller"
65. },
66.
67.
68. "device_type",
69. Buffer (0x11)
70. {
71. "Audio Controller"
72. },
73.
74.
75. "layout-id",
76. Buffer (0x04)

```

```
77. {
78. 0x0B, 0x00, 0x00, 0x00 /* .... */
79. },
80.
81.
82. "PinConfigurations",
83. Buffer (Zero) {},
84. "MaximumBootBeepVolume",
85. Buffer (One)
86. {
87. 0x40 /* @ */
88. },
89.
90.
91. "hda-gfx",
92. Buffer (0x0A)
93. {
94. "onboard-1"
95. }
96. }, Local0)
97. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
98. Return (Local0)
99. }
100. }
```

Alles anzeigen

for Ozmosis this is it but for Clover add layout=11