

Beitrag von „ioreknanou“ vom 15. Dezember 2016, 05:00

Zitat

Do you know the layout-id which is currently used with the ALC255?

You should think about using the AppleALC.kext...

That would get rid of the necessity to patch the Original AppleHDA after those OSX Updates.

You could leave the Original AppleHDA untouched and put the AppleALC into the /EFI/CLOVER/kexts/other (or one of the "Version"-folders).

With your already mentioned DSDT, that should contain the "layout-id"-info in "Device (HDEF)" or "Device (HDAS)" (Skylake way...),

or the alternative "FixHDA" and "Audio Inject" in Clover, it should work with manual patching.

Try the ids which you can find the Resources-Link.

Alles anzeigen

I have to admit that I am not really an expert on AppleHDA and I'm not sure that I understand what you mean. If you mean what Audio ID I get when I go in System Information, then my ID was 3. I say "was" because, following your excellent idea to use AppleALC, I ultimately changed the layout for a better one.

So, I removed my patched AppleHDA.kext from S/L/E and put back the vanilla AppleHDA.kext. I remove the audio injection in clover and put AppleALC in /EFI/CLOVER/kexts/other. I rebooted and was still getting audio layout 3. Sound was working great but I lost my mic. I was also getting random audio distortion in the headphones.

I looked in AppleALC.kext/Contents/PlugIns/PinConfigs.kext/Contents/Info.plist and saw that ALC255 had option for layout 3, 13, 17 and 28. I tried to put inject layout 13 to test but was still getting layout 3 so I decided to revert my DSDT change so that it does not force a layout. I saved that DSDT.aml to /EFI/CLOVER/ACPI/patched. Rebooted the laptop and the layout 13 was detected in System Information. Everything seemed to work including the mic. I tested layout 17 and it was also perfectly working. I tried to inject layout 3 and mic was not working. So, I decided to stay with layout 13.

To clarify things : to get my audio working, I replaced the reference from HDAS to HDEF in my DSDT, did nothing to S/L/E/AppleHDA.kext, put AppleALC in /EFI/CLOVER/kexts/other and use Audio layout 13 in clover.

By the way, as I was reading the changelog of AppleALC, something caught my attention. Version 1.0.18 had the following note :

“Added Laptop Intel Skylake HD515/520/530 HDMI audio support (ig-platform-id 0x191E0000, 0x19160000”. I tried to get more information regarding that but couldn't find any. So I did a little digging...

I downloaded the source files (<https://github.com/vit9696/AppleALC>). I saw a reference to HD 520 in the file /AppleALC-master/Resources/Controllers.plist :

Code

```
1. <dict>
2. <key>Device</key>
3. <integer>6422</integer>
4. <key>Model</key>
5. <string>Laptop</string>
6. <key>Name</key>
7. <string>Laptop Intel HD520 HDMI (ig-platform-id 0x19160000)</string>
8. <key>Patches</key>
9. <array>
10. <dict>
11. <key>Count</key>
12. <integer>1</integer>
13. <key>Find</key>
14. <data>AQUJAAAEAAACHAQAAAgQKAAAEAAACHAQAA</data>
15. <key>MinKernel</key>
16. <integer>15</integer>
17. <key>Name</key>
18. <string>AppleIntelSKLGraphicsFramebuffer</string>
19. <key>Replace</key>
20. <data>AQUJAAAIACHAQAAAgQKAAAIACHAQAA</data>
21. </dict>
22. </array>
23. <key>Platform</key>
24. <integer>420872192</integer>
```

25. <key>Vendor</key>
26. <string>Intel</string>
27. </dict>

Alles anzeigen

I tweaked this a little and made the following Kext Patch that I included in my config.plist :

Code

1. <dict>
2. <key>Comment</key>
3. <string>Laptop Intel HD520 HDMI</string>
4. <key>Disabled</key>
5. <false/>
6. <key>Find</key>
7. <data>
8. AQUJAAAEAAACHAQAAAgQKAAAEAAACHAQAA
9. </data>
10. <key>Name</key>
11. <string>AppleIntelSKLGraphicsFramebuffer</string>
12. <key>Replace</key>
13. <data>
14. AQUJAAAIACHAQAAAgQKAAAIACHAQAA
15. </data>
16. </dict>

Alles anzeigen

Rebooted and voilà ! HDMI Audio working on Intel HD 520 😊 (on my laptop anyway, I do hope it works for others) ! There is now a known solution I presume. Unless Google sucks lately, I didn't find this patch anywhere else.

I also apologize for not writing in German but I don't trust G Translate enough 😊