

# Lilu - Generic kext patcher (neue Grundlage für diverse Kexte)

Beitrag von „al6042“ vom 20. Oktober 2017, 20:34

Auch hier noch die Version 1.2.0 mit folgenden Neuerungen:

Achtung: Nicht alle aktuelle Plugin-Kexte sind mit Lilu 1.2.0 kompatibel. Eine Liste der funktionierenden Typen findet ihr im folgenden Link ->  
<https://github.com/vit9696/Lilu/blob/master/KnownPlugins.md>

- Added more handy reporting macros
- Enabled Lilu in safe mode by default with all plugins required to declare supported environments
- Added lzss compression API
- Added crypto and nvram API
- Added support for solving kext symbols from kextcache
- Added memfunc wrappers (e.g. `lilu_os_memcpy`) to avoid undefined builtins from 10.13 SDK
- Added `-liludbgall` boot argument (to be on par with `-lilubetaall`)
- Added unexact process path matching
- Changed compression API logic to support preallocated buffers
- Changed memory allocation logic in certain APIs
- Changed kernel protection API to accept a lock for cpu preemption control
- Changed KextInfo structure to handle disabled and fsonly kexts
- Changed logging API to enforce more proper style
- Disabled advanced disassembly APIs by default (create an issue if you need them)
- Fixed a memory issue in `WIOKit::getComputerInfo` introduced in 1.1.7
- Fixed several assertions triggering in 10.13 development kernel
- Fixed Xcode 9 compiled binary compatibility with older OS
- Fixed `FAT_CIGAM` and `FAT_MAGIC` parsing issues
- Fixed a number of potential memory issues in mach parsing code
- Fixed debug and development kextcache loading issues
- Fixed shutdown issues in `-lilulowmem` mode
- Fixed seldom boot slowdown when disabling the plugins via boot arguments