

Erledigt

macOS High Sierra 10.13.2 (17C88) ist veröffentlicht

Beitrag von „Alexco“ vom 12. Dezember 2017, 19:56

Code

1. +-o HDEF@1B <class IOPCIDevice, id 0x100000256, registered, matched, active, busy 0 (191 ms), retain 11>
2. {
3. "acpi-device" = "IOACPIPlatformDevice is not serializable"
4. "IOPCIMSIMode" = Yes
5. "assigned-addresses" = <10d800827f000000000001900000000000400000>
6. "class-code" = <00030400>
7. "subsystem-vendor-id" = <58140000>
8. "vendor-id" = <86800000>
9. "hda-gfx" = <"onboard-1">
10. "IOPCIExpressLinkCapabilities" = 0
11. "IOName" = "pci8086,8ca0"
12. "AFGLowPowerState" = <03000000>
13. "pcidebug" = "0:27:0"
14. "layout-id" = <01000000>
15. "IOPCIExpressLinkStatus" = 0
16. "pci-aspm-default" = 0
17. "IOPCIExpressCapabilities" = 145
18. "IOInterruptControllers" = ("io-apic-0","IOPCIMessageInterruptController")
19. "built-in" = <00>
20. "IOPCIResourced" = Yes
21. "IODeviceMemory" = (({"address"=547876831232,"length"=16384}))
22. "IOPowerManagement" =
 {"ChildrenPowerState"=2,"CurrentPowerState"=2,"CapabilityFlags"=258,"ChildProxyPowerState"=2,"M
23. "AAPL,slot-name" = "Built In"
24. "PinConfigurations" =
 <1040119020100101306001014090a09060908102503081017040210290614b01>
25. "name" = "Realtek Audio Controller"
26. "acpi-pmcap-offset" = 80
27. "subsystem-id" = <72a10000>
28. "model" = <"Realtek ALC1150 Audio Controller">
29. "device_type" = <"Audio Controller">
30. "compatible" = <"pci1458,a172","pci8086,8ca0","pciclass,040300","HDEF">
31. "IOReportLegendPublic" = Yes

