

AppleALC - der dynamische AppleHDA Patcher

Beitrag von „Doctor Plagiat“ vom 28. Dezember 2017, 21:46

Suche in der DSDT das Device (HDEF) und ergänze es um folgende Methode:

Code

```
1. Method (_DSM, 4, NotSerialized) // _DSM: Device-Specific Method
2. {
3. Store (Package (0x10)
4. {
5. "AAPL,slot-name",
6. "Built In",
7. "name",
8. "Realtek Audio Controller",
9. "model",
10. Buffer (0x21)
11. {
12. "Realtek ALC1150 Audio Controller"
13. },
14.
15.
16. "device_type",
17. Buffer (0x11)
18. {
19. "Audio Controller"
20. },
21.
22.
23. "layout-id",
24. Buffer (0x04)
25. {
26. 0x01, 0x00, 0x00, 0x00
27. },
28.
29.
30. "PinConfigurations",
31. Buffer (Zero) {},
32. "MaximumBootBeepVolume",
33. Buffer (One)
34. {
```

```
35. 0x40
36. },
37.
38.
39. "hda-gfx",
40. Buffer (0x0A)
41. {
42. "onboard-1"
43. }
44. }, Local0)
45. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
46. Return (Local0)
47. }
```

Alles anzeigen