

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