

Erledigt

## Grafikkarte unter High Sierra

Beitrag von „Si Vis Pacem“ vom 14. Mai 2018, 08:02

[@griven](#)

Die deviceID 67B01002 von der R9 390X wird zumindest bei mir vom System genommen, wenn ich sie in der DSDT einbaue. Damit bei Updates auch keine Edits der Kexte mehr nötig.

Code

```
1. Device (GFX0)
2. {
3.   Name (_ADR, Zero) // _ADR: Address
4.   Name (_SUN, One) // _SUN: Slot User Number
5.   OperationRegion (PCIB, PCI_Config, Zero, 0x0100)
6.   Field (PCIB, AnyAcc, NoLock, Preserve)
7.   {
8.     Offset (0x10),
9.     BAR0, 32,
10.    BAR1, 32,
11.    BAR2, 64,
12.    BAR4, 32,
13.    BAR5, 32
14.  }
15.
16.
17.  Method (_INI, 0, NotSerialized) // _INI: Initialize
18.  {
19.    If (LEqual (BAR5, Zero))
20.    {
21.      Store (BAR2, Local0)
22.    }
23.  Else
24.  {
25.    Store (BAR5, Local0)
26.  }
27.
28.
29.  OperationRegion (GREG, SystemMemory, And (Local0, 0xFFFFFFFFFFFFFFF0), 0x8000)
30.  Field (GREG, AnyAcc, NoLock, Preserve)
```

```
31. {
32. Offset (0x6800),
33. GENA, 32,
34. GCTL, 32,
35. LTBC, 32,
36. Offset (0x6810),
37. PSBL, 32,
38. SSBL, 32,
39. PTCH, 32,
40. PSBH, 32,
41. SSBH, 32,
42. Offset (0x6848),
43. FCTL, 32,
44. Offset (0x6EF8),
45. MUMD, 32
46. }
47.
48.
49. Store (Zero, FCTL)
50. Store (Zero, PSBH)
51. Store (Zero, SSBH)
52. Store (Zero, LTBC)
53. Store (One, GENA)
54. Store (Zero, MUMD)
55. }
56.
57.
58. Method (_DSM, 4, NotSerialized) // _DSM: Device-Specific Method
59. {
60. Store (Package (0x18)
61. {
62. "@0,AAPL,slot-name",
63. "Slot-1",
64. "device-id",
65. Buffer (0x04)
66. {
67. 0xB0, 0x67, 0x00, 0x00
68. },
69.
70.
71. "@,ATY,VendorID",
72. Buffer (0x02)
73. {
74. 0x02, 0x10
```

```
75. },
76.
77.
78. "@0,ATY,DeviceID",
79. Buffer (0x02)
80. {
81. 0xB0, 0x67
82. },
83.
84.
85. "@0,name",
86. Buffer (0x0B)
87. {
88. "ATY,Radeon"
89. },
90.
91.
92. "@0,model",
93. Buffer (0x12)
94. {
95. "AMD Radeon R9 390"
96. },
97.
98.
99. "@0,AAPL,boot-display",
100. Buffer (One)
101. {
102. 0x00
103. },
104.
105.
106. "@1,name",
107. Buffer (0x0B)
108. {
109. "ATY,Radeon"
110. },
111.
112.
113. "@2,name",
114. Buffer (0x0B)
115. {
116. "ATY,Radeon"
117. },
118.
119.
120. "@3,name",
```

```
121. Buffer (0x0B)
122. {
123. "ATY,Radeon"
124. },
125.
126.
127. "@4,name",
128. Buffer (0x0B)
129. {
130. "ATY,Radeon"
131. },
132.
133.
134. "hda-gfx",
135. Buffer (0x0A)
136. {
137. "onboard-2"
138. }
139. }, Local0)
140. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
141. Return (Local0)
142. }
143. }
```

Alles anzeigen