

**Erledigt**

## **Audio layout-id not inject. Ozmosis [EN]**

**Beitrag von „kuckkuck“ vom 1. September 2018, 11:38**

Use the newest Lilu and AppleALC. Then edit the HDEF \_DSM in the DSDT to fit your Layout-ID. Don't inject alc-layout-id through the \_DSM Method.

AppleALC will automatically convert the layout ID to 3 new values:

- apple-layout-id (for Apples Drivers, normally 7)
- layout-id (also for Apples Drivers, normally 7)
- alc-layout-id: this is your actual layout-id injected AS "layout-id" and will be processed by AppleALC itself.

So inject a "layout-id" but in IOReg look for alc-layout-id which should be the same as your injected "layout-id". You don't have to inject alc-layout-id when you're using my defaults.plist...