

Erledigt

Startsound im Clover Bootloader

Beitrag von „MacGrummel“ vom 16. Januar 2019, 22:37

Wer sagt denn, dass das so umständlich bleiben soll? slice und Kollegen sind ja weiter fleißig. Bald kommt die nächste Version, die Beta ist schon da..

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- [r4847] tune and test startupsound from GUI
- [r4846] repair kext injection in Mojave, by vit9696
- [r4845] fix positions with bootCampStyle, by Needy vector clover logo
- [r4844] accept audiodxe changes from goldfish64
- [r4843] include AudioDxe into package
- [r4842] missing definition
- [r4841] security update for audiodxe
- [r4840] a choice between sync and async startup sound play
- [r4839] added hdacodec into svn control
- [r4838] async playback is possible but quirky
- [r4837] exclude duplicates
- [r4836] fix library names
- [r4835] add AudioDxe driver
- [r4834] fix wavelib compilation
- [r4833] each theme can have own startup sound

tune and test startupsound from GUI

Authored by: slice2009 16 hours ago Parent: [r4846] [Browse code at this revision](#)

- change [/Drivers/AudioDxe/HdaCodec/HdaCodec.c \(diff\)](#)
- change [/Drivers/AudioDxe/HdaCodec/HdaCodecAudioIo.c \(diff\)](#)
- change [/rEFit_UEFI/Platform/Platform.h \(diff\)](#)
- change [/rEFit_UEFI/Platform/Settings.c \(diff\)](#)