

Erledigt

Lilu/WhateverGreen and Ozmosis - Graphics in Mojave

Beitrag von „colourofssound“ vom 8. August 2019, 22:23

Hi All,

I've got a Mojave build running on my Z77X-UD5H board very nicely, after a full re-install and a bit of toing and froing with Clover.

I ditched Clover and am now back to Ozmosis; however I have the issue where Preview won't load JPEGs - I'm informed this is an issue with hardware acceleration in Finder.

I'm using an nVidia GTX650TI; which again is running nicely except for this problem. Some digging reveals that Clover installs have got around this problem by using Lilu.kext, Whatevergreen.kext, some BIOS manipulating and Frame Buffer settings in Clover.config.

Has anyone any idea how to implement this in a *Ozmosis* install? I'd really like to get my graphics card running properly as I need to do some app dev stuff in Unity.

Thanks in advance!