

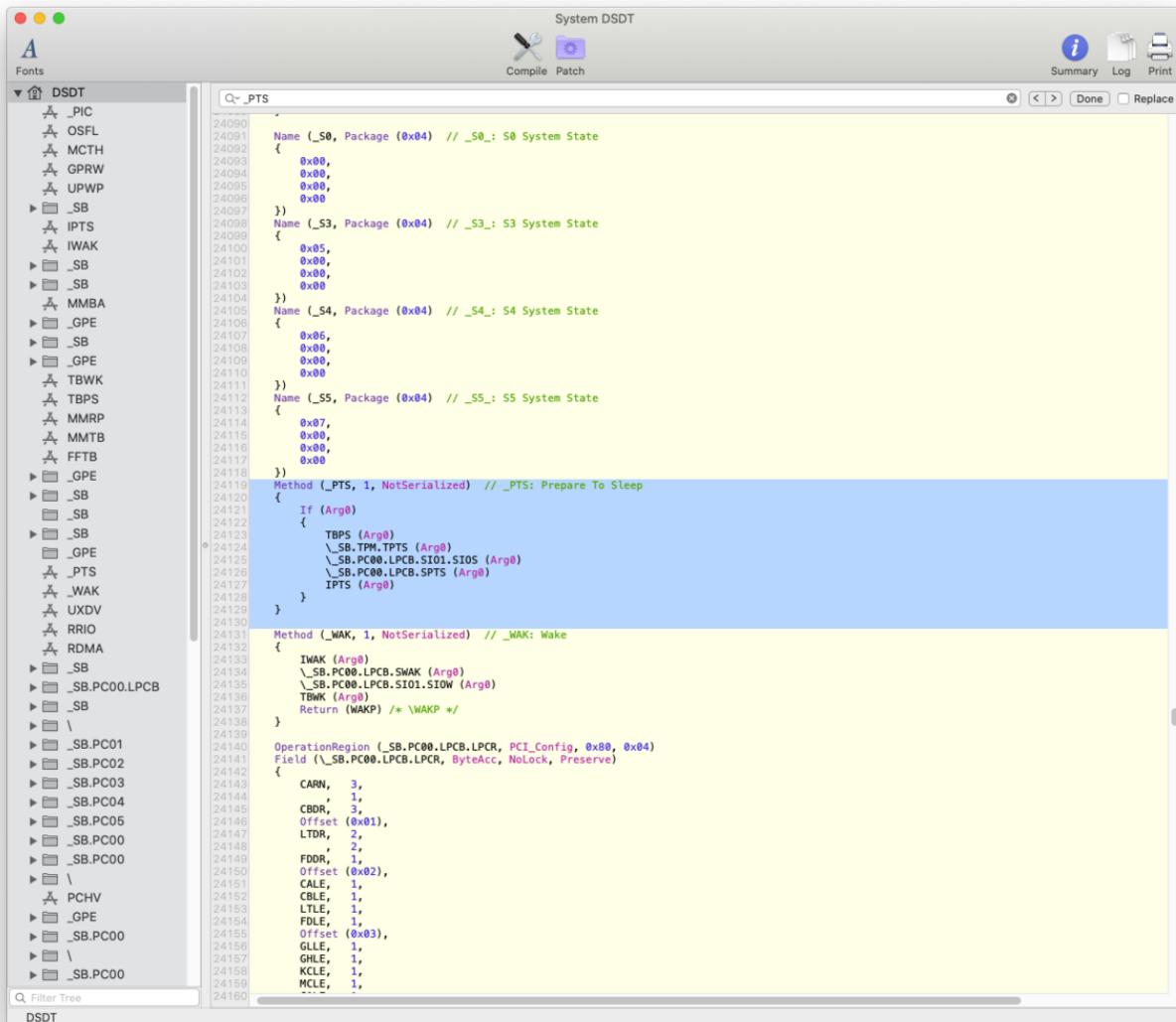
OpenCore Sammelthread (N-D-K Fork)

Beitrag von „apfelnico“ vom 19. Februar 2020, 00:50

Zitat von kuckkuck

Wie kommt der von dir gepostete Code zustande wenn ich fragen darf?

Original aus der DSDT. Woher denn sonst?



The screenshot shows the System DSDT application interface. The left pane displays a tree view of the DSDT objects, including '_PIC', '_OSFL', '_MCTH', '_GPRW', '_UPWP', '_SB', '_IPTS', '_IWAK', '_MMBA', '_GPE', '_TBWK', '_TBPS', '_MMRP', '_MMTB', '_FFTB', '_GPE', '_SB', '_SB', '_GPE', '_PTS', '_WAK', '_UXDV', '_RRIQ', '_RDMA', '_SB', '_SB', '_SB', '_PC00.LPCB', '_SB', '\', '_SB', '_PC01', '_SB', '_PC02', '_SB', '_PC03', '_SB', '_PC04', '_SB', '_PC05', '_SB', '_PC00', '_SB', '_PC00', '\', '_PCHV', '_GPE', '_SB', '_PC00', '\', '_SB', '_PC00'. The right pane shows the assembly code for the '_PTS' object, which defines system states S0 through S5 and their corresponding power management methods. The code includes calls to TPBS, IPTS, and TBWK methods.

```
System DSDT
Compile Patch
Summary Log Print
Done Replace

DSDT
_CPTS
24090     Name (_S0, Package (0x04)  // _S0_: S0 System State
24091     {
24092         0x00,
24093         0x00,
24094         0x00,
24095         0x00
24096     })
24097     Name (_S3, Package (0x04)  // _S3_: S3 System State
24098     {
24099         0x05,
24100         0x00,
24101         0x00,
24102         0x00
24103     })
24104     Name (_S4, Package (0x04)  // _S4_: S4 System State
24105     {
24106         0x06,
24107         0x00,
24108         0x00,
24109         0x00
24110     })
24111     Name (_S5, Package (0x04)  // _S5_: S5 System State
24112     {
24113         0x07,
24114         0x00,
24115         0x00,
24116         0x00
24117     })
24118 ) Method (_PTS, 1, NotSerialized)  // _PTS: Prepare To Sleep
24119 {
24120     If (Arg0)
24121     {
24122         TBPS (Arg0)
24123         \_SB.TPM.TPTS (Arg0)
24124         \_SB.PC00.LPCB.SIO1.SIOS (Arg0)
24125         \_SB.PC00.LPCB.SPTS (Arg0)
24126         IPTS (Arg0)
24127     }
24128 }
24129
24130 Method (_WAK, 1, NotSerialized)  // _WAK: Wake
24131 {
24132     IWAK (Arg0)
24133     \_SB.PC00.LPCB.SWAK (Arg0)
24134     \_SB.PC00.LPCB.SIO1.SIOW (Arg0)
24135     TBWK (Arg0)
24136     Return (WAKP) /* \WAKP */
24137 }
24138
24139 OperationRegion (\_SB.PC00.LPCB.LPCR, PCI_Config, 0x00, 0x04)
24140 Field (\_SB.PC00.LPCB.LPCR, ByteAcc, NoLock, Preserve)
24141 {
24142     CARN, 3,
24143     , 1,
24144     CBDR, 3,
24145     Offset (0x01),
24146     LTDR, 2,
24147     , 1,
24148     FDR, 1,
24149     , 1,
24150     Offset (0x02),
24151     CALE, 1,
24152     CBLE, 1,
24153     LTLR, 1,
24154     FDLE, 1,
24155     Offset (0x03),
24156     GLE, 1,
24157     GHLE, 1,
24158     KCLE, 1,
24159     MCLE, 1,
24160 }
```