

OpenCore Sammelthread (N-D-K Fork)

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[Zitat von kuckkuck](#)

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

Original aus der DSDT. Woher denn sonst?

```
24090
24091 Name (_S0, Package (0x04) // _S0_: S0 System State
24092 {
24093     0x00,
24094     0x00,
24095     0x00,
24096     0x00
24097 })
24098 Name (_S3, Package (0x04) // _S3_: S3 System State
24099 {
24100     0x05,
24101     0x00,
24102     0x00,
24103     0x00
24104 })
24105 Name (_S4, Package (0x04) // _S4_: S4 System State
24106 {
24107     0x06,
24108     0x00,
24109     0x00,
24110     0x00
24111 })
24112 Name (_S5, Package (0x04) // _S5_: S5 System State
24113 {
24114     0x07,
24115     0x00,
24116     0x00,
24117     0x00
24118 })
24119 Method (_PTS, 1, NotSerialized) // _PTS: Prepare To Sleep
24120 {
24121     If (Arg0)
24122     {
24123         TBPS (Arg0)
24124         \_SB.TPM.TPTS (Arg0)
24125         \_SB.PC00.LPCB.SI01.SI0S (Arg0)
24126         \_SB.PC00.LPCB.SPTS (Arg0)
24127         IPTS (Arg0)
24128     }
24129 }
24130
24131 Method (_WAK, 1, NotSerialized) // _WAK: Wake
24132 {
24133     IWAK (Arg0)
24134     \_SB.PC00.LPCB.SWAK (Arg0)
24135     \_SB.PC00.LPCB.SI01.SI0W (Arg0)
24136     TBWK (Arg0)
24137     Return (WAKP) /* WAKP */
24138 }
24139
24140 OperationRegion (_SB.PC00.LPCB.LPCR, PCI_Config, 0x00, 0x04)
24141 Field (\_SB.PC00.LPCB.LPCR, ByteAcc, NoLock, Preserve)
24142 {
24143     CARN, 3,
24144     , 1,
24145     CBRD, 3,
24146     Offset (0x01),
24147     LTDR, 2,
24148     , 2,
24149     FDDR, 1,
24150     Offset (0x02),
24151     CALE, 1,
24152     CRLE, 1,
24153     LTLE, 1,
24154     FDLE, 1,
24155     Offset (0x03),
24156     GLE, 1,
24157     GHLE, 1,
24158     KCLE, 1,
24159     MCLE, 1,
24160     ,
```