

Clover: Umstieg auf OcQuirks & OpenRuntime gelingt nicht

Beitrag von „Raptortosh“ vom 24. Juli 2020, 22:03

Ja, hier mal bebildert 😄

Neue Version

```
#define OC_QUIRKS_FIELDS(...) \
OCLEAN , AvoidRuntimeDefrag      = , TRUE  ,(()) \
OCLEAN , DevirtualiseMmio        = , FALSE ,(()) \
OCLEAN , DisableSingleUser       = , FALSE ,(()) \
OCLEAN , DisableVariableWrite    = , FALSE ,(()) \
OCLEAN , DiscardHibernateMap     = , FALSE ,(()) \
OCLEAN , EnableSafeModeSlide     = , TRUE  ,(()) \
OCLEAN , EnableWriteProtector    = , FALSE ,(()) \
OCLEAN , ProtectBootServices     = , TRUE  ,(()) \
C_MMO_ARRAY , MmioWhitelist      = , OC_OPMSTR2 (OC_MMO_ARRAY, __, __, OC_DESTR (OC_MMO_ARRAY)) \
OCLEAN , ProtectMemoryRegions    = , FALSE ,(()) \
OCLEAN , ProtectSecureBoot       = , FALSE ,(()) \
OCLEAN , ProtectEFIServices     = , FALSE ,(()) \
OCLEAN , ProvideConsoleOpEnable  = , TRUE  ,(()) \
INT8 , ProvideCustomSlide        = , 0     ,(()) \
OCLEAN , ProvideCustomSlide      = , TRUE  ,(()) \
OCLEAN , SetupVirtualMap         = , TRUE  ,(()) \
OCLEAN , SetupVirtualMap         = , TRUE  ,(()) \
OCLEAN , SignalAppleOS          = , FALSE ,(())
```

Alte Version (paar Monate alt)

```
12  
13 #define MAX_DATA_SIZE 10000  
14  
15 #define OC_QUIRKS_FIELDS(...) \
16  _((BOOLEAN , AvoidRuntimeDefrag      = , TRUE  ,(()) \
17  _((BOOLEAN , DevirtualiseMmio        = , FALSE ,(()) \
18  _((BOOLEAN , DisableSingleUser       = , FALSE ,(()) \
19  _((BOOLEAN , DisableVariableWrite    = , FALSE ,(()) \
20  _((BOOLEAN , DiscardHibernateMap     = , FALSE ,(()) \
21  _((BOOLEAN , EnableSafeModeSlide     = , TRUE  ,(()) \
22  _((BOOLEAN , EnableWriteProtector    = , TRUE  ,(()) \
23  _((BOOLEAN , ProtectBootServices     = , TRUE  ,(()) \
24  _((BOOLEAN , ProtectCsmRegion       = , FALSE ,(()) \
25  _((BOOLEAN , ProvideConsoleOpEnable  = , TRUE  ,(()) \
26  _((BOOLEAN , ProvideCustomSlide      = , TRUE  ,(()) \
27  _((BOOLEAN , SetupVirtualMap         = , TRUE  ,(()) \
28  _((BOOLEAN , ShrinkMemoryMap        = , FALSE ,(()) \
29  OC_DECLARE (OC_QUIRKS)  
30
```