

iGPU UHD630 und dGPU Nvidia nutzen?

Beitrag von „guido4“ vom 24. Juni 2021, 22:17

Ich glaub', ich hab's:

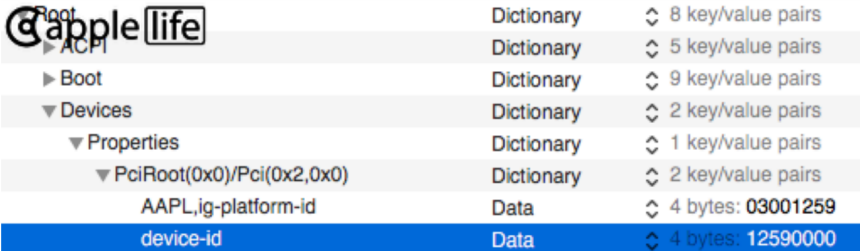
plattform-id 03001259

device-id 12590000

[MacGrummel](#): War es das, was Du meinstest?

Aus dem Whatevergreen Patching Guide unter "macOS 10.13 and CFL":

And you can always enable UHD630 in macOS 10.13 using the fake `device-id` of a Kaby Lake HD630.



Root	Dictionary	8 key/value pairs
ACPI	Dictionary	5 key/value pairs
▶ Boot	Dictionary	9 key/value pairs
▼ Devices	Dictionary	2 key/value pairs
▼ Properties	Dictionary	1 key/value pairs
▼ PciRoot(0x0)/Pci(0x2,0x0)	Dictionary	2 key/value pairs
AAPL,ig-platform-id	Data	4 bytes: 03001259
device-id	Data	4 bytes: 12590000

Use the Kaby Lake HD630 framebuffer (specify the framebuffer explicitly!)

Jetzt bekomme ich auch beim Hackintool eine positive Nachricht:

VDA Decoder	Fully Supported
▼ Serial Info	
Country	China (Quanta Computer)
Year	2019
Week	04.23.2019-04.29.2019
Line	2673 (copy 1)
Model	iMac (Retina 5K, 27-inch, 2017)
Model Identifier	iMac18,3
Valid	Possibly
▼ IGPU	
GPU Name	Intel HD Graphics 630
GPU Device ID	0x59128086
▼ GFX0	
GPU Name	GM200 [GeForce GTX 980 Ti]
GPU Device ID	0x17C810DE
Quartz Extreme (QE/CI)	Yes
Metal Supported	Yes
Metal Device Name	NVIDIA GeForce GTX 980 Ti
Metal Default Device	Yes
Metal Low Power	No
Metal Headless	No

Und VDADecoderChecker sagt:

```
GHS-iMac:~ gh$ /Users/gh/Documents/01\ Illustration/Tools\ \&\ Technik\ Hardware
/21-04\ Hackintosh/Tools/VDADecoderChecker ; exit;
GVA info: Successfully connected to the Intel plugin, offline Gen95
Hardware acceleration is fully supported
logout
Saving session...
...copying shared history...
...saving history...truncating history files...
...completed.

[Prozess beendet]
```

Das war's dann - oder seh ich hier was falsch?