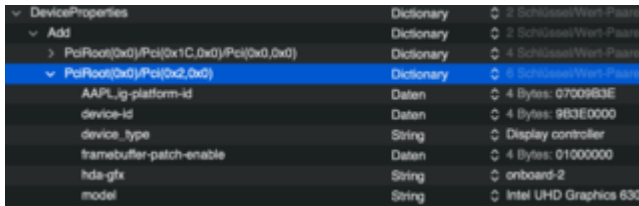


USB funzt nicht im Installer (macOS 11.2.3)

Beitrag von „griven“ vom 10. Dezember 2021, 22:02

Ich würde die UHD630 so einbinden:



DeviceProperties	Dictionary	2 Schlüssel/Wert-Paare
Add	Dictionary	2 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x1C,0x0)/Pci(0x0,0x0)	Dictionary	4 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x2,0x0)	Dictionary	6 Schlüssel/Wert-Paare
AAPL,ig-platform-id	Daten	4 Bytes: 07009B3E
device-id	Daten	4 Bytes: 9B3E0000
device_type	String	Display controller
framebuffer-patch-enable	Daten	4 Bytes: 01000000
hda-gfx	String	onboard-2
model	String	Intel UHD Graphics 630

Zum bequemen Copy&Paste:

Code

1. <key>PciRoot(0x0)/Pci(0x2,0x0)</key>
2. <dict>
3. <key>AAPL,ig-platform-id</key>
4. <data>
5. BwCbPg==
6. </data>
7. <key>device-id</key>
8. <data>
9. mz4AAA==
10. </data>
11. <key>device_type</key>
12. <string>Display controller</string>
13. <key>framebuffer-patch-enable</key>
14. <data>
15. AQAAAA==
16. </data>
17. <key>hda-gfx</key>
18. <string>onboard-2</string>
19. <key>model</key>
20. <string>Intel UHD Graphics 630</string>
21. </dict>

Alles anzeigen