

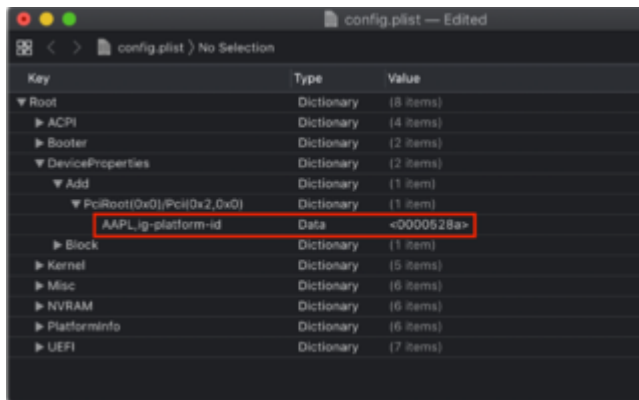
Wake-Problem, Bild erst nach dem zweiten aufklappen

Beitrag von „Bandit“ vom 11. Januar 2022, 21:17

[Zitat von RenStad](#)

Bist Du sicher, dass Du die richtigen Properties-Einstellungen gewählt hast? Plattform-ID und Device-ID sieht sehr nach 8/9.Gen aus.

[It. Dortina](#) sollte das hier rein.



ich habe nochmal nachgesehen, It. dem Screenshot von dir ist dieser für eine Ice Lake(Xeon) CPU

Ich sollte eine Comet Lake CPU verbaut haben, somit wäre mein Eintrag richtig, denke ich

[Hecatomb](#)

Hier das ist auch noch interessant, auch der Boot arg zum Display Force etc.

Fixing GPUs

With GPUs, it's fairly easy to know what might be causing issues. This being unsupported GPUs in macOS. By default, any GPU that doesn't have drivers already provided in the OS will run off very basic drivers known as VESA drivers. These provide minimal display output but also cause

a big issue in that macOS doesn't actually know how to properly interact with these devices. To fix this, we'll need to either trick macOS into thinking it's a generic PCIe device (which it can better handle, ideal for desktops) or completely power off the card (on laptops, desktop dGPUs have issues powering down)

- See here for more info:
 - [Disabling desktop dGPUs](#)
(opens new window)
 - [Disabling laptop dGPUs](#)
(opens new window)

Special notes for iGPU users on 10.15.4 and newer:

- iGPU wake is partially broken due to numerous hacks Apple uses in `AppleGraphicsPowerManagement.kext` with real Macs, to get around this you'll likely need `igfxonln=1` to force all displays online. Obviously test first to make sure you have this issue.
- `AAPL,ig-platform-id 07009B3E` may fail for desktop Coffee Lake (UHD 630) users, you can try `00009B3E` instead. `0300923E` is also known to work sometimes.

Other iGPU notes:

- Some systems with iGPUs (e.g. Kaby Lake and Coffee Lake) may cause system instability in lower power states, and can sometimes manifest as NVMe kernel panics. To resolve, you can add `forceRenderStandby=0` to your boot-args to disable RC6 Render Standby. See here for more info: [IGP causes NVMe Kernel Panic CSTS=0xffffffff #1193](#)
(opens new window)
- Certain Ice Lake laptops may also kernel panic on `Cannot allow DC9 without disallowing DC6` due to issues with transitioning states. A work around for this is using either `-noDC9` or `-nodisplaysleepDC6` in your boot-args

Special note for 4k Displays with AMD dGPUs:

- Some displays may fail to wake randomly, mainly caused by AGDC preferences. To fix, apply this to your dGPU in DeviceProperties:
 - `CFG,CFG_USE_AGDC | Data | 00`
 - You can find the PciRoot of your GPU with [gfxutil](#)
(opens new window)
 - `/path/to/gfxutil -f GFX0`

Boot Arg:

forceRenderStandby=0

geht nicht mehr in den Tiefschlaf, USB wird nicht abgeschaltet, schaltet beim aufklappen nicht ein auch nicht beim betätigen der Tastatur oder Power Knopf, Wacht garnicht mehr auf

-nodisplaysleepDC6

Keine Änderungen, bleibt alles wie gehabt

alles andere in diesem Beitrag trifft nicht zu, denke ich