

Umzug Mojave/Clover auf Monterey/OpenCore

Beitrag von „MacBurny“ vom 26. April 2022, 21:42

So, hab mir in der Zwischenzeit gedacht, wenn es nicht zurück zu Clover geht muss es mit OC vorwärts gehen.

Hab das `-wegnoegpu` gelöscht

Hier die letzte Zeile im Verbose

```

IGPM Controller3 modelUUID invalid
IGPM Controller3 modelUUID (test) valid
IGPM Controller3 vendorDevicePropertyVendorId 00000
IGPM Controller3 vendorDevicePropertyDeviceId 20000
IGPM Controller3 vendorDeviceId 0000
IGPM Controller3 modelUUID valid
IGPM Controller3 valid product by GPU ID: GPU
!PlatformPlugin: registerPlatformCallBackHandler - there are 0 entries in the linked list before target 0xfffffff8
IGPM Controller3 FB handler: Gtr> GPU(1): GPU
!REG has arrived
IGPM Controller3 FB handler: Gtr> GPU(1): GPU
Trace synchronization point: 4
No parent of this REGC Gtr> is = 000resources
No parent of this REGC Gtr> is = GPU
No parent of this REGC Gtr> is = AppleIntelFramebufferController
Trace synchronization point: 5
IGPM Controller3 snoop 1
IGPM Controller3 modelUUID: PCI -> (pci)modelName (Mac19,1)
AppleEFILoginRoot: performResetChange (Gtr>, Gtr>, 0)
LevelControlDeviceValueChangeHandler ( AbmgpchameleonGtr>, this Gtr> ) for corelithoChannelID 2
IGPM Controller3 snoop valid
IGPM Controller3 modelUUID valid
IGPM Controller3 modelUUID (test) valid
IGPM Controller3 vendorDevicePropertyVendorId 00000
IGPM Controller3 vendorDevicePropertyDeviceId 20000
IGPM Controller3 vendorDeviceId 00000
IGPM Controller3 snoop: GPU
IGPM Controller3 corelithoChannelID = 2 FROM RIGHT atValue 0x17, rawData 0x17
LevelControlDeviceValueChangeHandler ( AbmgpchameleonGtr>, this Gtr> ) for corelithoChannelID 1
IGPM Controller3 corelithoChannelID = 1 FROM LEFT atValue 0x17, rawData 0x17
!PlatformPlugin: registerPlatformCallBackHandler - there are 0 entries in the linked list before target 0xfffffff8
!REG Key Does Not Exist, use KSCPSStateGPU for External GPU
IGPM Controller3 FB handler: Gtr> GPU(1): GPU
Trace synchronization point
IGPM Controller3 FB handler: Gtr> GPU(1): GPU
Trace synchronization point

```

Anschließend bin ich wieder hier:



Soll ich deine letzte config noch probieren?