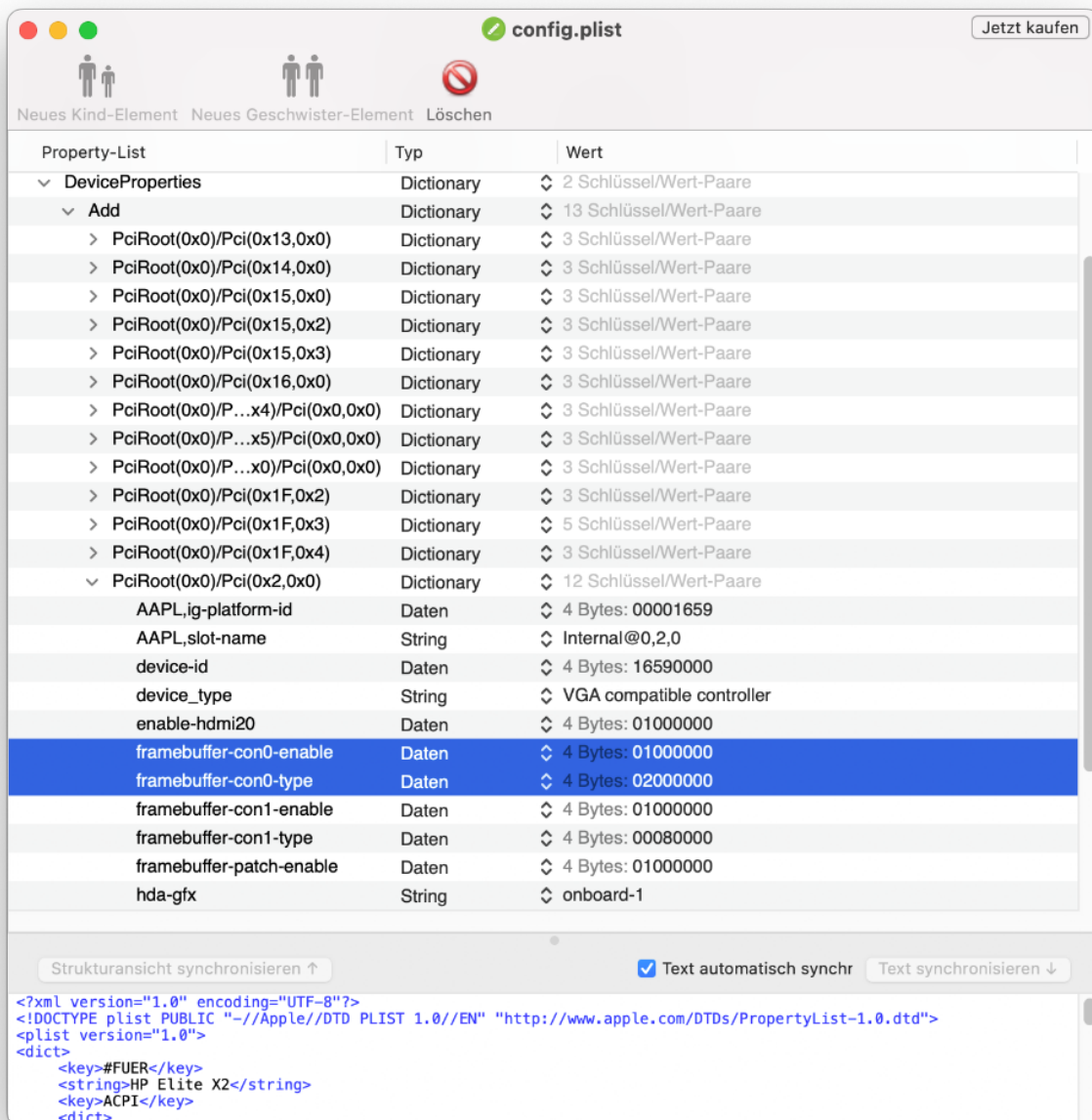


Internal Display wird nicht gefunden

Beitrag von „iPhoneTruth“ vom 30. November 2022, 17:10

Gib mal in der config.plist das blau Hervorgehobene ein:



Property-List	Typ	Wert
DeviceProperties	Dictionary	2 Schlüssel/Wert-Paare
Add	Dictionary	13 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x13,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x14,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x15,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x15,0x2)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x15,0x3)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x16,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/P...x4)/Pci(0x0,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/P...x5)/Pci(0x0,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/P...x0)/Pci(0x0,0x0)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x1F,0x2)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x1F,0x3)	Dictionary	5 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x1F,0x4)	Dictionary	3 Schlüssel/Wert-Paare
PciRoot(0x0)/Pci(0x2,0x0)	Dictionary	12 Schlüssel/Wert-Paare
AAPL,ig-platform-id	Daten	4 Bytes: 00001659
AAPL,slot-name	String	Internal@0,2,0
device-id	Daten	4 Bytes: 16590000
device_type	String	VGA compatible controller
enable-hdmi20	Daten	4 Bytes: 01000000
framebuffer-con0-enable	Daten	4 Bytes: 01000000
framebuffer-con0-type	Daten	4 Bytes: 02000000
framebuffer-con1-enable	Daten	4 Bytes: 01000000
framebuffer-con1-type	Daten	4 Bytes: 00080000
framebuffer-patch-enable	Daten	4 Bytes: 01000000
hda-gfx	String	onboard-1

Strukturansicht synchronisieren ↑ Text automatisch synchr Text synchronisieren ↓

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
<key>#FUER</key>
<string>HP Elite X2</string>
<key>ACPI</key>
</dict>
```