

Wieder ein Anfänger mit Problemen.....

Beitrag von „Bob-Schmu“ vom 6. Mai 2024, 20:44

Man solle auch mal richtig lesen.

Puffenwaffel's Profile (2, 248)

This section is set up via Whisker/Green's `Framebuffer Patching (0x000)` and is used for setting important GPU properties. If you have a "G" series CPU, you can ignore this section as you do not have an iGPU.

The config.plist doesn't already have a section for this so you will have to create it manually.

`GPU,up (0x00000000)` is what macOS uses to determine how the GPU drivers interact with our system, and the two values chosen between are as follows:

AAPL,up platform-id	Comment
0x00000000	Used when the Desktop GPU is used to drive a display.
0x00000001	Alternative to 0x00000000, if it doesn't work.
0x00000002	Used when the Desktop GPU is only used for computing tasks and doesn't drive a display.

• Note: With macOS 10.15.2 and newer, there seems to be a lot of issues with black screen upon booting... I've got similar issues by mapping to 0x00000000.

We also add 2 more properties: `Framebuffer patching (0x00000000)` and `Framebuffer patching (0x00000000)`. The first enables patching via Whisker/Green's tool, and the second sets the max order memory to 16MB. This is usually unnecessary as this can be configured in BIOS/UEFI recommended but required when not available.

• Note: Headless framebuffer where the GPU is the display out do not need `Framebuffer patching (0x00000000)` and `Framebuffer patching (0x00000000)`.

For users with black screen issues after software on BIOS, EMI, MTR, MTR, 2100, please see the `hackintosh` page.

Key	Type	Value
AAPL,up platform-id	Date	0x00000000
Framebuffer patching (0x00000000)	Date	0x00000000
Framebuffer patching (0x00000000)	Date	0x00000000

(This is an example for a Desktop GPU iGPU without a iGPU and no BIOS options for GPU memory)