

Erledigt

DSDT unter Ozmosis

Beitrag von „thomaso66“ vom 8. Dezember 2013, 16:07

Schön zu hören das es läuft. Nein die DSDT braucht es nicht mehr in der EFI Partition da ja die verändert direkt ins BIOS übernommen wurde.

Ich hatte nur im ersten Versuch den von dir vorgeschlagenen DSDT-Patch mit eingebaut, in der jetzigen habe ich einen Universellen für HDMI genommen, geht also mit ATI und Nvidia Grafikkarten.

Da ich die DSDT aus dem BIOS-File Extrahiert und wieder re intrigiert habe, ist das sie nun universell einsetzbar, also für alle mit dem selben Board nutzbar.

Was habe ich verändert? Also wenn die DSDT extrahiert ist sieht das beim ersten compile Durchlauf so aus.

| Line | Code | Message |
|-------|------|---|
| 3240 | 1105 | Possible operator timeout is ignored |
| 4269 | 5111 | Use of compiler reserved name (_T_1) |
| 4270 | 5111 | Use of compiler reserved name (_T_0) |
| 4526 | 5111 | Use of compiler reserved name (_T_1) |
| 4527 | 5111 | Use of compiler reserved name (_T_0) |
| 4783 | 5111 | Use of compiler reserved name (_T_1) |
| 4784 | 5111 | Use of compiler reserved name (_T_0) |
| 5040 | 5111 | Use of compiler reserved name (_T_1) |
| 5041 | 5111 | Use of compiler reserved name (_T_0) |
| 5297 | 5111 | Use of compiler reserved name (_T_1) |
| 5298 | 5111 | Use of compiler reserved name (_T_0) |
| 6330 | 5111 | Use of compiler reserved name (_T_1) |
| 6331 | 5111 | Use of compiler reserved name (_T_0) |
| 6587 | 5111 | Use of compiler reserved name (_T_1) |
| 6588 | 5111 | Use of compiler reserved name (_T_0) |
| 6844 | 5111 | Use of compiler reserved name (_T_1) |
| 6845 | 5111 | Use of compiler reserved name (_T_0) |
| 7316 | 1088 | Not all control paths return a value (RDGI) |
| 7333 | 1088 | Not all control paths return a value (RDGP) |
| 7720 | 5111 | Use of compiler reserved name (_T_0) |
| 7808 | 5111 | Use of compiler reserved name (_T_0) |
| 7896 | 5111 | Use of compiler reserved name (_T_0) |
| 7984 | 5111 | Use of compiler reserved name (_T_0) |
| 8206 | 5111 | Use of compiler reserved name (_T_0) |
| 8294 | 5111 | Use of compiler reserved name (_T_0) |
| 8449 | 1099 | Unknown reserved name (_DEP) |
| 8449 | 1099 | Unknown reserved name (_DEP) |
| 8449 | 1099 | Unknown reserved name (_DEP) |
| 8463 | 5072 | Effective AML package length is zero |
| 9710 | 1099 | Unknown reserved name (_DEP) |
| 9710 | 1099 | Unknown reserved name (_DEP) |
| 9710 | 1099 | Unknown reserved name (_DEP) |
| 9724 | 5072 | Effective AML package length is zero |
| 10296 | 5111 | Use of compiler reserved name (_T_0) |
| 10363 | 5111 | Use of compiler reserved name (_T_0) |
| 10751 | 4096 | syntax error, unexpected PARSEOP_ARG0 |
| 10751 | 1100 | Statement is unreachable |
| 11222 | 1088 | Not all control paths return a value (SPL1) |
| 11614 | 5111 | Use of compiler reserved name (_T_0) |
| 11768 | 1093 | Called method may not always return a value |
| 12810 | 1099 | Unknown reserved name (_WDG) |
| 12831 | 1088 | Not all control paths return a value (_HID) |
| 12831 | 1081 | Reserved method must return a value (Integer/Strin... |
| 12892 | 5111 | Use of compiler reserved name (_T_1) |
| 12893 | 5111 | Use of compiler reserved name (_T_0) |

<https://www.hackintosh-forum.de/forum/thread/12996-dsdt-unter-ozmosis/?postID=95598#post95598>

So lässt sie sich auf Grund des Fehlers nicht Compilieren also allgemeine Behebung des Fehlers und den Rest merzt man gleich mit aus, Warnings und Remarks kann man zwar so lassen, aber wenn man schon dabei ist 😊 Anschliessend noch ein paar allgemeine Patches die hauptsächlich dazu dienen die DSDT Apple freundlicher zu machen, aber unter den Restlichen BS dieser Welt nicht stören.

Dann wurden folgende Patches für Audio hinzugefügt.

Für HDMI Audio und das normale Audio

Code

1. # Maintained by: toleda for: github.com/toleda/audio_hdmi
2. # File: uefi1-hdmi_audio-1_v2.0
3. # Credit: PikeRAlpha, PJALM, RehabMan, SL_UnderWater
- 4.
- 5.
6. # Desktop AMD/Nvidia HDMI audio dsdt edits (Audio ID: 1). HD3K/HD4K HDMI audio disabled.
7. # Enables HD3K/AMD and HD4K/AMD/Nvidia AirPlay Mirroring.
8. # SB/Framebuffer: 0003 0010 MacMini5,1 - FB/HDMI connector/port 0x7
9. # IB/Framebuffer: 0166 001A Macmini6,1 - FB/HDMI connector/port 0x7
10. # NOTE: Run this patch file only once on a dsdt.
11. # If you must run this patch again: delete Steps 1, 2 and 3,
12. # patch with Steps 4, 5 and 6 only.
13. #
14. # Tasks:
15. # 1. Remove PEGP device - if present
16. # 2. Rename GFX0 devices to IGPU - Verify IOReg/GFXO@2
17. # 3. Rename device PEG0 to device PEGP - Verify IOReg/PEG0@1
18. # 4. Insert device GFX0 and device HDAU into device PEGP (Nvidia/AMD HDMI audio)
19. # 5. Insert HDMI audio injection into device IGPU (HD3K/HD4K HDMI audio - Part 1/2)
20. # 6. Insert HDMI audio injection into device HDEF (HD3K/HD4K HDMI audio - Part 2/2)
21. #
22. # Run this patch once for any dsdt.
23. # Delete/Comment out to Step 4 to patch the same dsdt again.
24. #
25. # 1. Remove PEGP device
26. into device label PEGP remove_entry;

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27. # 2. Rename GFX0 devices to IGPU
28. into device label GFX0 set_label begin IGPU end;
29. into_all all code_regex GFX0 replaceall_matched begin IGPU end;
30. into scope label _SB.PCI0.GFX0 set_label begin _SB.PCI0.IGPU end;
31. into scope label \_SB.PCI0.GFX0 set_label begin \_SB.PCI0.IGPU end;
32. # 3. Rename device PEG0 to device PEGP
33. into scope label _SB.PCI0.PEG0.PEGP set_label begin _SB.PCI0.PEGP.GFX0 end;
34. into_all all code_regex PEGP replaceall_matched begin GFX0 end;
35. into device label PEG0 set_label begin PEGP end;
36. into scope label _SB.PCI0.PEG0 set_label begin _SB.PCI0.PEGP end;
37. into_all all code_regex PEG0 replaceall_matched begin PEGP end;
38. #
39. # To patch more than once, delete from "Run this patch once ..." (above) to here.
40. #
41. # 4. Insert device GFX0 and device HDAU (Nvidia/AMD HDMI audio)
42. into method label _DSM parent_adr 0x00010000 remove_entry;
43. into device name_adr 0x00010000 insert
44. begin
45. Device (GFX0)\n
46. {\n
47. Name (_ADR, Zero)\n
48. Name (_SUN, One)\n
49. Method (_DSM, 4, NotSerialized)\n
50. {\n
51. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n
52. Return (Package())\n
53. {\n
54. "@0,connector-type", Buffer() { 0x00, 0x08, 0x00, 0x00 },\n
55. "@1,connector-type", Buffer() { 0x00, 0x08, 0x00, 0x00 },\n
56. "@2,connector-type", Buffer() { 0x00, 0x08, 0x00, 0x00 },\n
57. "@3,connector-type", Buffer() { 0x00, 0x08, 0x00, 0x00 },\n
58. "hda-gfx", Buffer() { "onboard-2" },\n
59. })\n
60. }\n
61. }\n
62. Device (HDAU)\n
63. {\n
64. Name (_ADR, One)\n
65. Method (_DSM, 4, NotSerialized)\n
66. {\n
67. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n
68. Return (Package())\n

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69. {\n
70. "hda-gfx", Buffer() { "onboard-2" },\n
71. })\n
72. }\n
73. }\n
74. end;
75. # 5. Insert HDMI audio injection into device IGPU (HD3K/HD4K HDMI audio - Part 1/2)
76. into method label _DSM parent_adr 0x00020000 remove_entry;
77. into device name_adr 0x00020000 insert
78. begin
79. Method (_DSM, 4, NotSerialized)\n
80. {\n
81. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n
82. Return (Package())\n
83. {\n
84. "AAPL,snb-platform-id", Buffer() { 0x10, 0x00, 0x03, 0x00 },\n
85. "AAPL,ig-platform-id", Buffer() { 0x0A, 0x00, 0x66, 0x01 },\n
86. "hda-gfx", Buffer() { "onboard-1" },\n
87. })\n
88. }\n
89. end;
90. # 6. Insert HDMI audio injection into device HDEF (HD3K/HD4K HDMI audio - Part 2/2)
91. into method label _DSM parent_adr 0x001B0000 remove_entry;
92. into device name_adr 0x001B0000 insert
93. begin
94. Method (_DSM, 4, NotSerialized)\n
95. {\n
96. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }\n
97. Return (Package())\n
98. {\n
99. "layout-id", Buffer() { 0x01, 0x00, 0x00, 0x00 },\n
100. "PinConfigurations", Buffer(Zero) { },\n
101. "hda-gfx", Buffer() { "onboard-1" },\n
102. })\n
103. }\n
104. end;
105. into definitionblock code_regex . insert
106. begin Store ("uefi1-hdmi_audio-1.txt_v2.0 dsdt edits, github.com/toleda", Debug) end

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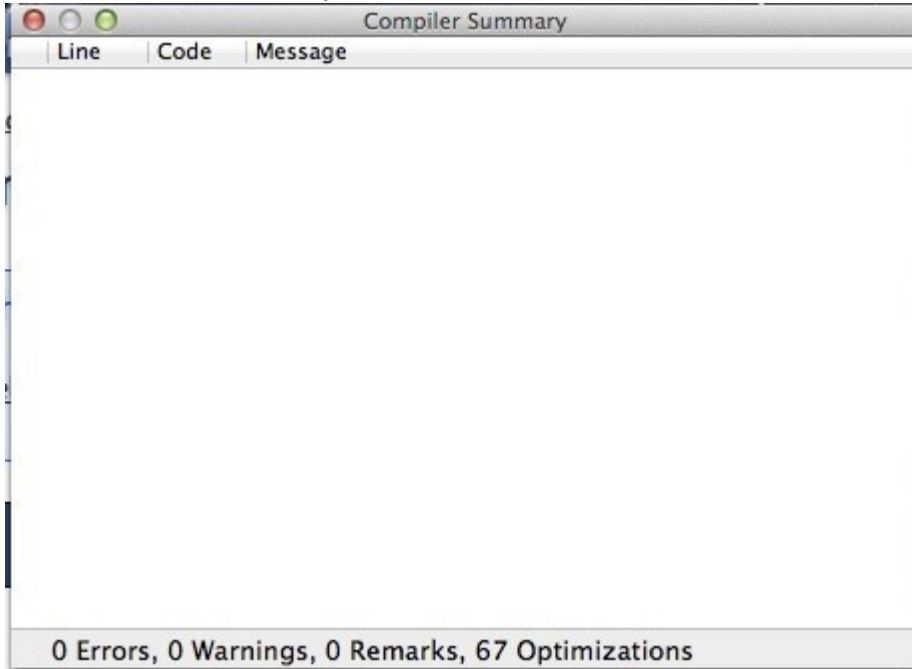
Alles anzeigen

[quelle](#)

Zeile 104 und 105 kann und sollte weggelassen werden, da es nur Platz belegt den man nicht

hat in der DSDT wenn man sie wieder ins Bios einbauen möchte, da die Datei nicht größer werden darf!

Da die DSDT nun größer geworden ist noch die Änderungen von Posting 48 vorgenommen und der schlussendlich Compiler lauf.



So Code ist sauber große passt auch, also wieder Einbau ins Bios wie hier schon im Board beschrieben.

Das wars auch schon 😊