

**Erledigt**

## **Installation of Mojave with Ozmosis using HD 4600**

**Beitrag von „ammoune78“ vom 14. Juni 2018, 21:55**

Hey guy's

Have anyone had issue for booting Mojave installed drive or USB Installer for Mojave, while using only Intel HD 4600 graphic? For me, it always keep rebooting after showing Apple logo for a two or three seconds, it's a reboot loops!

Note Ozmosis can boot with external graphic, this is already done on the first day of Mojave release Beta, using my SAPPHIRE R9 280X, but I would like to do the installation with HD 4600 to.

Thanks

---

**Beitrag von „al6042“ vom 14. Juni 2018, 22:25**

Do you use a DSDT for injecting the HD4600 or the Defaults.plist?

---

**Beitrag von „ammoune78“ vom 14. Juni 2018, 22:41**

Only OzmosisDefaults injection, with and without AAPL,ig-platform-id set

---

**Beitrag von „al6042“ vom 14. Juni 2018, 22:46**

Did you also add Lilu.kext and IntelGraphicsFixup.kext into

/EFI/Oz/Darwin/Extensions/Common, plus the "-lilubeta11" boot-arg in your Defaults.plist?  
Don't forget to use the "Alt+WinLogo+P+R" key combination to reset your NVRAM and load the changed local Defaults.plist.

---

### **Beitrag von „ammoune78“ vom 14. Juni 2018, 22:53**

IntelGraphicsFixup from lvs1974 repos or source forge?

Lilu is on the rom, but I think I'm gonna delete it, and keep only FakeSMC staffs, then keep it with AppleALC with IntelGraphicsFixup on common folder.

Ok I see now, it's the same one, i'm gonna use it and report back if worked.

---

### **Beitrag von „al6042“ vom 14. Juni 2018, 23:08**

I use Version 1.2.7 from lvs1974 which is available from github... 😊

<https://github.com/lvs1974/IntelGraphicsFixup/releases>

I also would use only the simple FakeSMC within the rom and add necessary Sensor-kext from the EFI partition...

This allows far better control and update capabilities...

As long as the FakeSMC is newer as the version in your rom, you can also add this kext in your common folder.

---

### **Beitrag von „ammoune78“ vom 15. Juni 2018, 00:25**

No, it doesn't work either

---

### **Beitrag von „al6042“ vom 15. Juni 2018, 07:26**

What are your [bios settings](#) in regards to the HD4600?

When I had such a Haswell machine I used the following:

- Intel Processor Graphics: Enabled
  - Intel Processor Graphics Memory: 32M
  - [DVMT](#) Total Memory Size: MAX
- 

### **Beitrag von „ammoune78“ vom 15. Juni 2018, 22:44**

Same settings, I just have to change from 64M to 32M

---

### **Beitrag von „al6042“ vom 15. Juni 2018, 22:47**

Did it help?

---

### **Beitrag von „ammoune78“ vom 16. Juni 2018, 13:44**

Hey al6042,

No, it doesn't work also. Maybe HD4600 isn't supported by Mojave?

---

### **Beitrag von „al6042“ vom 16. Juni 2018, 16:39**

Nope... it should work, but I don't have a Haswell-based Ozmosis System to verify.

---

### **Beitrag von „ammoune78“ vom 16. Juni 2018, 20:57**

Hmmm, maybe I'll try to insert SmcEmulatorKext instead of FakeSMC, but it's strange, didn't occurred with HD 4400 laptop using clover!

---

### **Beitrag von „al6042“ vom 16. Juni 2018, 21:14**

Please zip your EFI-Folder and post it here, so I can have a look...

---

### **Beitrag von „ammoune78“ vom 16. Juni 2018, 21:55**

I have nothing in the EFI folder because it never get loaded, the reason is KernextPatcher and AcpiPatcher log file aren't there, if not it the log isn't in efi it explain that reboot loops, it can not read the EFI partition, same thing for the Mojave usb installer.

Here's my entire rom so you can check it

---

### **Beitrag von „al6042“ vom 16. Juni 2018, 21:58**

Ups... that sounds bad...

do you have more than one HDD or SSD in your System?

EDIT:

One thing I found in your Defaults.plist...

the decimal number for `FirmwareFeatures` and `FirmwareFeaturesMask` are different to whatever I have seen

Since your EFI doesn't seem to work, please add the attached Defaults.plist into a test.rom and see if that helps.

---

### **Beitrag von „ammoune78“ vom 17. Juni 2018, 00:17**

I'm flashing now new bios with this Defaults.plist inside.

No, doesn't worked also, it only keep showing circle with interdiction panel, for all macOS included Mojave.

---

### **Beitrag von „al6042“ vom 17. Juni 2018, 08:49**

I've added the verbose mode to the boot-args, it should show some more details...

---

### **Beitrag von „ammoune78“ vom 17. Juni 2018, 11:51**

Unfortunately it doesn't show something in the boot-args, it remain only in a black screen. Maybe we need someone that have HD 4600 to try booting Mojave using Ozmosis?

Got it working using the settings above from BIOS:

Intel Processor Graphics Memory Allocation to 32M

[DVMT](#) Total Memory Size to 128M

But, after installing Mojave, surprised by no Dark Mode, it looks like High Sierra, with content of

Mojave. Damn thing, finished the first problem, now running into another. But finally got it working 🐉 .

Is there a clover patch for HD 4600, please?

---

### **Beitrag von „Patricksworld“ vom 20. Juni 2018, 22:10**

Hello. I used clover with to test mojave. No changes were needed. Just update the system and it works like a charm. If you like i can share my clover settings.

---

### **Beitrag von „ammoune78“ vom 21. Juni 2018, 15:59**

I appreciate your help friend, but it's for Ozmosis that I was trying to get that HD4600, for Clover it works perfect

---

### **Beitrag von „Maxiuser“ vom 11. Oktober 2018, 20:56**

Hello,

[Patricksworld](#) if You are able to share Your settings for Clover - i'll appreciate it 😊

---

### **Beitrag von „Patricksworld“ vom 13. Oktober 2018, 16:08**

Yes. Here it is.

---

**Beitrag von „poof“ vom 10. Januar 2019, 01:36**

I also can't seem to get past the Apple Boot logo when installing Mojave from USB using my i7-4790k HD4600 and using iMac15,1

Should I also enable DisableIntelInjection? Or will this disable my iGPU?

Thanks

---

**Beitrag von „ammoune78“ vom 18. Januar 2019, 00:08**

You can simply go to [bios settings](#), and load "Mojave USB" under Override submenu, this will have to be at each time you started or restarted your macOS Mojave. As far as i know, this is a permanent solution, thanks to [kuckkuck](#)