[Gelöst] Entladen des Akkus in macOS und auch der Lüfter dreht sich schnell

Beitrag von „Dec_Bra1n" vom 4. Juli 2021, 22:08

Hey guys, I have ASUS TUF-Gaming Everything is super fine, I have Big Sur 11.4 and Macos 12 Beta 2, but the battery is draining like everything else. I have a 90-Wh battery, which lasts for about 6 hours in Windows but on the Mac it only takes 2 to 2.30 hours.

I have deactivated my dGPU from DSDT / WEG Flag / OC-Device-Properties, even if the result is the same.

According to my observation, the CPU consumes more power and the fan spins more. I also tried CPU friends with LFM from 800 to 1200 but the result is almost the same, only the base frequency has changed but the performance is the same.

On Windows, the CPU fan is pretty much unable to hear for ideal and basic task, but on Mac I can hear it all the time. I attach my virgin ACPI along with congig.plist and the CPU power dump from Windows with Intel Power Gadget.

I hang my virgin ACPI tables along with patched DSDT and at config.plist

Please excuse my German because I translate from Google.

Laptop configuration

CPU = i7 1870H 8 core 16 threats

dGPU = Nvdia 1660 TI 6 GB

RAM = 16 GB DDR4

Display = 144hz with 1920x1080

WIFI = Intel WiFI 6 AX201 166MHZ

BT = Intel

LAN = RealTech 81XX

Storage = 1 TB NVME + 256 NVME

I also have the following keyboard structure

F1 / F2 / F3 mute / decrease / increase the volume works

F4 Switch off the microphone

F5 fan speed

F6 Turn off the screen

F7 / F8 Increase / decrease screen backlighting

F9 change monitor

F10 Activate / deactivate trackpad

F11 sleep

F12 airplane mode

Fn + Down / Up Decrease / increase the keyboard illumination works

---

Beitrag von „griven" vom 4. Juli 2021, 22:47

Well deactivating the dGPU through DSDT might not be enough. Have you tried to call the dGPU's off method from it's _INI Method in SSDT-3-PegSsdt.aml as well? Calling the dGPU's Off method from the DSDT _REG method is not enough. All WEG Flags/Device Properties don not deactivate the device at all they just hide it from macOS and leave it active in an idle state which of course drains the battery.

Beitrag von „Dec_Bra1n" vom 4. Juli 2021, 22:55

Danke für die Antwort mein Freund. Ich bin nicht sehr vertraut mit DSDT-Patching, aber gemäß
[DIESEM](#)

ich kann es nicht ausschalten

Spoiler anzeigen

Beitrag von „Max" vom 4. Juli 2021, 23:02

Man kann die dGPU auch per SSDT deaktivieren glaub ich

Beitrag von „Dec_Bra1n" vom 4. Juli 2021, 23:04

I tried disabling of SSDT, but it does not work

Beitrag von „griven" vom 4. Juli 2021, 23:06

maxt2007 das hatte ich oben geschrieben bzw. gemeint das man die _OFF Methode der dGPU über die _INI Methode callen soll denn damit wird die dGPU direkt bei der Initialisierung über das ACPI abgeschaltet 😉

Dec_Bra1n not sure if I did it the right way but you may try It this way: SSDT-3-PegSsdt.aml

---

Beitrag von „Dec_Bra1n" vom 4. Juli 2021, 23:18

Thank you **very much** @ **griven** But it doesn't work, I plug in my IOREG

Gemäß meinen ACPI-Tabellen finden Sie im Folgenden die IN- und OFF-Methoden

SSDT 3-PegSsdt.dsl

SSDT 4-Ther_Rvp.dsl

SSDT 11-Opt1Tabl.dsl

DSDT.dsl

Beitrag von „Max" vom 4. Juli 2021, 23:46

Dec_Bra1n Hi, is english your primary language?

Beitrag von „Dec_Bra1n" vom 4. Juli 2021, 23:48

> [Zitat von maxt2007](#)
>
> Dec_Bra1n Hi, is english your primary language?

Yes

Beitrag von „griven" vom 4. Juli 2021, 23:50

Well okay I guess I called GPOF with the wrong ARG 😉

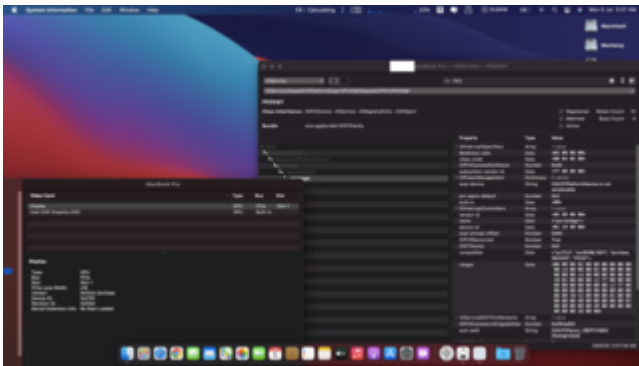It should be called with NULL but I called it with ONE instead *duh*

Try this one please: [SSDT-3-PegSsdt.aml](#) (fingers crossed)

Beitrag von „Max" vom 4. Juli 2021, 23:51

Dec_Bra1n on my hackintosh i can also see my nvidia graphics card in macos. Sorry for my bad english

---

Beitrag von „Dec_Bra1n" vom 5. Juli 2021, 00:00

griven No man does not work, as before I get full brightness

> ### Zitat von maxt2007
>
> [user = '29153'] Dec_Bra1n [/ user] on my hackintosh i can also see my nvidia graphics card in macos. Sorry for my bad english

In my case, dGPU not shown in System Information But Fan Spins even i can hear but on windows its very quite.

Beitrag von „griven" vom 5. Juli 2021, 00:11

Ah, Okay I see now...

The right method is not _PGOF in SSDT-3-PegSsdt.aml it's _OFF in SSDT-11-Opt1Tabl.aml got it. I changed SSDT-3-PegSsdt.aml again please give it a try: SSDT-3-PegSsdt.aml

Beitrag von „Dec_Bra1n" vom 5. Juli 2021, 00:21

Not works Dude exactly same result

Beitrag von „griven" vom 5. Juli 2021, 00:59

Hum...

An other thing we could try is to leave the _INI Method alone and use the power states instead so that regardless of which state the dGPU is in it is set to _OFF. The necessary part is in SSDT-11-Opt1Tabl I guess...

Code

```
1.  Name (_PSC, Zero) // _PSC: Power State Current
2.  Method (_PS0, 0, NotSerialized) // _PS0: Power State 0
3.  {
4.  _PSC = Zero
5.  If ((DGPS != Zero))
6.  {
7.  _OFF ()
8.  DGPS = Zero
9.  }
10. }
11.
12. Method (_PS1, 0, NotSerialized) // _PS1: Power State 1
13. {
14. _PSC = One
15. }
16.
17. Method (_PS3, 0, NotSerialized) // _PS3: Power State 3
18. {
19. If ((OPCE == 0x03))
20. {
```

21. If ((DGPS == Zero))
22. {
23. _OFF ()
24. DGPS = One
25. }
26.
27. OPCE = 0x02
28. }
29.
30. _PSC = 0x03
31. }

Alles anzeigen

The idea is to call the _OFF method instead of the _ON Method when the current power state is _OFF. Maybe this will work at least it's worth a try I guess.

Beitrag von „Dec_Bra1n" vom 5. Juli 2021, 01:05

If i add this i got Compile error but not works

Beitrag von „Max" vom 5. Juli 2021, 07:06

What file did you try to compile

Beitrag von „griven" vom 5. Juli 2021, 07:11

I already did it for you just add the attached SSDT-11-Opt1Tabl.aml to you ACPI folder and use this config.plist

---

Beitrag von „Dec_Bra1n" vom 5. Juli 2021, 11:07

> Zitat von griven
>
> I already did it for you just add the attached SSDT-11-Opt1Tabl.aml to you ACPI folder and use this config.plist

Not working bro same resule full brightness and dGPU is on only.

> Zitat von maxt2007
>
> What file did you try to compile

See the post #15 i have added the patch buti got error.

Beitrag von „griven" vom 5. Juli 2021, 23:15

Okay let's try another approach...

Please remove SSDT-3-PegSsdt.aml and SSDT-11-Opt1Tabl.aml from /EFI/OC/ACPI and from you config.plist as well and add SSDT-DDGPU.aml to /EFI/OC/APCI and config.plist instead. This way is used on many ASUS-TUF-GAMING Laptop models to disable the dGPU and may work for you as well.

Beitrag von „Dec_Bra1n" vom 5. Juli 2021, 23:26

> Zitat von griven
>
> Okay let's try another approach...

> Please remove SSDT-3-PegSsdt.aml and SSDT-11-Opt1Tabl.aml from /EFI/OC/ACPI and from you config.plist as well and add SSDT-DDGPU.aml to /EFI/OC/APCI and config.plist instead. This way is used on many ASUS-TUF-GAMING Laptop models to disable the dGPU and may work for you as well.

Not working bro i did use SSDT before but not works here the boot log

Do you think poor battery backup cause due to Battery patch on DSDT as i have many 16 bit entries i have this under the OperationRegion - ERAM: MBCT, RCAP, MBVT, DBAT, FRMS, FRS2, MDCP, MBCP and MBDV

I have made some patch but if i apply it i got many errors which i am unable to resolve it.

Spoiler anzeigen

Beitrag von „griven" vom 5. Juli 2021, 23:50

Well that's odd because it should work that way…

Here is a slightly different Version since your ACPI holds two _OFF and _ON Methods maybe we should take care of both of them. One is found in _SB.PCI0.PEG0 the other one in _SB.PCI0.PEG0.PEGP maybe both are needed to deactivate the NVIDA Chip not quite sure on that. Regarding your battery patches applied to the DSDT they don't effect Battery Live at all don't worry about that. If the modified version of SSDT-DDGPU also does not work I am out of ideas but perhaps apfelnico or Brumbaer have some more ideas on that?

Beitrag von „pebbly" vom 6. Juli 2021, 00:02

Maybe replacing battery renames & patches with ecenabler kext? (cleaning a little bit)

Beitrag von „Dec_Bra1n" vom 6. Juli 2021, 00:05

>
> Well that's odd because it should work that way...
>
> Here is a slightly different Version since your ACPI holds two _OFF and _ON Methods maybe we should take care of both of them. One is found in _SB.PCI0.PEG0 the other one in _SB.PCI0.PEG0.PEGP maybe both are needed to deactivate the NVIDA Chip not quite sure on that. Regarding your battery patches applied to the DSDT they don't effect Battery Live at all don't worry about that. If the modified version of SSDT-DDGPU also does not work I am out of ideas but perhaps apfelnico or Brumbaer have some more ideas on that?

Thanks for your support my friend i think this laptop is almost impossible with SSDT-DDGPU-3.aml also result is same. and shall i contact them directly ?

>
> Maybe replacing battery renames & patches with ecenabler kext? (cleaning a little bit)

if add 16 bit entries patch for my Battery then i am unable to fix errors 🙁

Beitrag von „griven" vom 6. Juli 2021, 00:08

No need to contact them directly since I highlighted them and normally they'll react on the highlight. If they're able to contribute they'll do so and if not they'll tell either...

Beitrag von „Dec_Bra1n" vom 10. Juli 2021, 22:56

Schuld war die dGPU. Das Problem bestand darin, dass die dGPU mehr Leistung lieferte, indem sie dies von der EC_REG-Methode deaktivierte, die wie erwartet ausgeschaltet wurde. Dadurch wurde meine PKG-Leistung enorm reduziert, was mir die beste Akkuleistung wie in Windows ermöglicht.

Zuvor habe ich versucht, es von der PEG0 _DSM-Methode zu deaktivieren, die teilweise, aber nicht vollständig ausgeschaltet war.

Danke für deine Unterstützung mein Freund griven

Beitrag von „griven" vom 11. Juli 2021, 00:49

Sehr gerne 😉

Es freut mich sehr das wir das mit der dGPU in den Griff bekommen haben. Was die Sleep/Wake Geschichte angeht wird noch einiges an Recherche notwendig sein es sei denn jemand weiß ad hoc was zu der folgenden Wake Reason zu sagen: `DarkWake to FullWake from Invalid [CDNVA]`