

Erledigt

Warum kommen Laptop-DSDTs ohne DTGP-Methode aus?

Beitrag von „andreas_55“ vom 6. August 2017, 08:25



[@al6042](#): Du hast Recht , was wir immer brauchen ist die DSM-Methode, um die Properties einzubringen.

"The _DSM patch is a very common patch which can inject properties into the ioreg for the object within which the _DSM method is placed. In this case, it is injecting three properties "layout-id", The values that follow each property name will be the value of the property." RehabMan



[@Thogg Niatiz](#): Du hast auch Recht.

"If you look at my patch, you'll see it does away with DTGP, simplifying the process." RehabMan

Andererseits scheint es mir fast ein wenig zuviel Aufwand, wenn die DTGP-Methode nur dazu da sein sollte, eine Anzeige im Systembericht unter PCI zu generieren. Ich werde mal weiterlesen...

Edit: Alle Fragen wurden schon einmal gestellt. Nur noch nicht von jedem. Natürlich auch meine. 😊

What is the DTGP method do? how does it work with HDEF?

"The DTGP method is a method copied from real Mac's DSDT. It is a utility method that makes coding of Mac's _DSM methods easier. _DSM methods have to respond appropriately depending on the params passed in, which vary depending on which OS is calling the method. When we patch a DSDT for OS X exclusively, we can skip some of these checks and avoid using

DTGP completely (because we know our DSDT _DSM will only be called by OS X). Thus why my patches don't use DTGP." RehabMan