

# AppleALC - der dynamische AppleHDA Patcher

Beitrag von „Doctor Plagiat“ vom 28. Dezember 2017, 21:46

Suche in der DSDT das Device (HDEF) und ergänze es um folgende Methode:

Code

```
1. Method (_DSM, 4, NotSerialized) // _DSM: Device-Specific Method
2. {
3.   Store (Package (0x10)
4.   {
5.     "AAPL,slot-name",
6.     "Built In",
7.     "name",
8.     "Realtek Audio Controller",
9.     "model",
10.   Buffer (0x21)
11.   {
12.     "Realtek ALC1150 Audio Controller"
13.   },
14.
15.
16.   "device_type",
17.   Buffer (0x11)
18.   {
19.     "Audio Controller"
20.   },
21.
22.
23.   "layout-id",
24.   Buffer (0x04)
25.   {
26.     0x01, 0x00, 0x00, 0x00
27.   },
28.
29.
30.   "PinConfigurations",
31.   Buffer (Zero) {},
32.   "MaximumBootBeepVolume",
33.   Buffer (One)
34.   {
```

```
35. 0x40
36. },
37.
38.
39. "hda-gfx",
40. Buffer (0x0A)
41. {
42. "onboard-1"
43. }
44. }, Local0)
45. DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
46. Return (Local0)
47. }
```

Alles anzeigen