

Erledigt

AMD RX580

Beitrag von „CMMChris“ vom 11. Januar 2019, 22:52

[a16042](#) Dass du gerne Shikigva=1 nutzt ist schön, leider jedoch am Thema vorbei. 😊 Ich habe mir mal den Quellcode angesehen, da steht eine Erklärung drin.

Zitat

```
// Aside generic DRM unlock patches, which are always on, Shiki also provides a set of patches
```

```
// to workaround various issues with hardware video acceleration support.
```

```
// These are set as a shikigva boot-arg bitmask.
```

```
// For example, to enable ForceOnlineRenderer, ExecutableWhitelist, and ReplaceBoardID
```

```
// you sum 1 + 8 + 32 = 41 -> and pass shikigva=41
```

```
// Remove forceOfflineRenderer from AppleGVA Info.plist.
```

```
// This is required to allow hardware acceleration on several mac models with discrete GPUs
```

```
// when only IGPU is available.
```

```
// See /System/Library/PrivateFrameworks/AppleGVA.framework/Resources/Info.plist for more details.
```

```
ForceOnlineRenderer = 1,
```

```
// Remove hweBGRA from AppleGVA Info.plist.
```

```
// hweBGRA is not supported by NVIDIA GPUs, so the patch is sometimes required when using NVIDIA
```

```
// in a mac model meant to be used with AMD or Intel.
```

```
// See /System/Library/PrivateFrameworks/AppleGVA.framework/Resources/Info.plist for more details.
```

```
AllowNonBGRA = 2,  
  
// Prior to 10.13.4 certain GPU+CPU combinations were not meant to provide hardware  
acceleration and had to be patched.  
  
// The overall problematic configuration list is: NVIDIA+BDW, NVIDIA+SKL,  
NVIDIA+KBL, AMD+IVB, NVIDIA+SNB.  
  
// Enabled automatically if shikigva is *NOT* passed on 10.13.3 and earlier. All are  
fixed in 10.13.4.  
  
ForceCompatibleRenderer = 4,  
  
// Unlike 10.12.6 without security updates and earlier, on 10.13 and latest 10.12.6  
AppleGVA patches  
  
// do not apply to all processes, and each process needs to be patched explicitly. This  
is a bug  
  
// in Lilu, which needs to be explored and fixed. For now this bit ensures that the  
processes present  
  
// in WHITELIST section of Patches.plist will definitely get the fixes even on 10.13 and  
10.12.6.  
  
// On 10.12.6 and 10.13 this must be used if any of the following bits are used:  
  
// - ForceOnlineRenderer  
  
// - AllowNonBGRA  
  
// - ForceCompatibleRenderer  
  
// - ReplaceBoardID  
  
// - FixSandyBridgeClassName  
  
// It is enabled automatically on 10.12 and 10.13 if shikigva is *NOT* passed and  
ForceCompatibleRenderer or  
  
// FixSandyBridgeClassName are automatically enabled.  
  
AddExecutableWhitelist = 8,  
  
DisabledUnused16 = 16,
```

```
// Replace board-id used by AppleGVA by a different board-id.

// Sometimes it is feasible to use different GPU acceleration settings from the main
// mac model.

// By default Mac-27ADBB7B4CEE8E61 (iMac14,2) will be used, but you can override
// this via shiki-id boot-arg.

// See /System/Library/PrivateFrameworks/AppleGVA.framework/Resources/Info.plist for
// more details.

ReplaceBoardID = 32,

// Attempt to support fps.1_0 (FairPlay 1.0) in Safari.

// This should technically fix some very old streaming services in Safari, which rely on
// FairPlay DRM

// similar to the one found in iTunes. Newer streaming services require FairPlay 2.0,
// which is hardware-only,

// so nothing could be done about them.

// Another way to enable this is to pass -shikifps boot argument.

UnlockFP10Streaming = 64,

DeprecatedUnused128 = 128

Alles anzeigen
```

Wenn ich das also richtig verstehe muss [mcduck](#) in den Bootargs folgendes mitgeben um dasselbe Ergebnis wie durch den Edit in der Plist zu erreichen:

-shikigva=33 (ForceOnlineRenderer = 1 und ReplaceBoardID = 32)

sowie

-shiki-id=Mac-BE088AF8C5EB4FA2

[DnI](#) Durch das ForceOnlineRenderer wird DRM funktionieren, kann aber FCPX zum Absturz bringen.