macOS 11 BigSur Dev-Beta Clover Patch

Beitrag von „kuckkuck" vom 15. Oktober 2020, 16:20

> [Zitat von serdeliuk](#)
>
> maybe you can explain a bit the modifications added to Clover.

Sorry for the huge delay, I was away for a while. The main modification is the patch released in the first post which you can look at using the disassembler of your choice. Since the Kernel&Kext-Patcher within Clover didn't work at the time and I couldn't get it to work without studying all the messy code, I deactivated it in kext_inject. Furthermore the addition of two nvram variables was needed which I did using Clovers SetNvramVariable function. Take a look at the Clover Source in order to understand how it works. You can use `if (os_version >= AsciiOSVersionToUint64("XX.XX"))` to only execute your code when e.g. Big Sur is loaded (see DataHubCpu.cpp for reference).

The nvram variables to force prelinked kernel don't work anymore. The Kernel&Kext-Patcher within Clover works but the patches have no effect since the prelinked kernel isn't loaded. Clover has switched to an OpenCore based Kext Injection which is exactly what I was talking about. As stated many times, my patches where just a workaround and not future proof in any way which is why there was no reason to release any code but only to explain what changes I made.

This should be enough information to reproduce exactly what I did if this is what you are looking for.