

UHD 620 schwarzer Bildschirm, aber externer Bildschirm funktioniert

Beitrag von „GoodBye“ vom 19. März 2021, 12:08

dann muss es wahrscheinlich etwas mit

"angeschlossen eDP (Nicht LVDS)"

zu tun haben.....

Schade das es so nicht hilft....

versuche mal

bei dir steht DP Pipe 9 BusID 0x02 wenn ich das richtig gesehen habe.....

in der

- AAPL,ig-platform-id sets the appropriate platform ID for a particular CPU (0x3E9B0007 for enabling video output on Coffee Lake).

Könnte also mit 0x2 am Anfang der funktionierenden AAPL evtl. dem System die Anzahl der Ports mitteilen (2), und dann eben wie jetzt folgt die Ports konfigurieren ?!



- Let's look at the first one: **framebuffer-con0-alldata**, with value **02020900 00080000 C7030000**
- This is a short hand in which we can configure the connector in one line. Here's what those bytes mean:
 - **02** = Index 2
 - **02** = BusID 0x02
 - **0900** = Pipe 9
 - **0008** = HDMI (0004 = DisplayPort)
 - **0000** = <ignore>
 - **C7030000** = Connector flags (do not change)
- So this entry configures Index 2 (port 6) to Bus ID 0x02 and Type HDMI.
- The next entry configures Index 3 (port 7) to Bus ID 0x04 and Type HDMI.
 - This might be the one that is actually needed by your board. The others will be ignored.
- The final entry configures Index 1 (port 5) to Bus ID 0x01 and Type DisplayPort.

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- The two screenshots confirm that the iGPU is configured correctly. Your last configuration was lacking connector patches. In other words:
 - AAPL,ig-platform-id sets the appropriate platform ID for a particular CPU (0x3E9B0007 for enabling video output on Coffee Lake).
 - framebuffer-patch-enable simply enables the injection of these attributes. It turns them on and off.
 - framebuffer-stolenmem and framebuffer-fbmem are typically needed only when BIOS itself does not have options to allocate frame buffer memory for iGPU.
 - But what is missing, however, is the fact that when we use Platform ID **0x3E9B0007**, macOS assumes that the system has 3 video output ports (known

- as video "connectors"), and all of them are DisplayPort.
- But if we have one or more HDMI ports, we need to patch the connector table.
 - The **framebuffer-conX** properties refer to **connectors**, of which there are three:
 - con0, con1, con2
 - In your particular case, we added these arguments: