

# Wake-Problem, Bild erst nach dem zweiten aufklappen

Beitrag von „Hecatomb“ vom 11. Januar 2022, 20:35

Hier das ist auch noch interessant, auch der Boot arg zum Display Force etc.

## Fixing GPUs

With GPUs, it's fairly easy to know what might be causing issues. This being unsupported GPUs in macOS. By default, any GPU that doesn't have drivers already provided in the OS will run off very basic drivers known as VESA drivers. These provide minimal display output but also cause a big issue in that macOS doesn't actually know how to properly interact with these devices. To fix this, we'll need to either trick macOS into thinking it's a generic PCIe device (which it can better handle, ideal for desktops) or completely power off the card (on laptops, desktop dGPUs have issues powering down)

- See here for more info:
  - [Disabling desktop dGPUs](#)  
(opens new window)
  - [Disabling laptop dGPUs](#)  
(opens new window)

Special notes for iGPU users on 10.15.4 and newer:

- iGPU wake is partially broken due to numerous hacks Apple uses in AppleGraphicsPowerManagement.kext with real Macs, to get around this you'll likely need `igfxonln=1` to force all displays online. Obviously test first to make sure you have this issue.
- AAPL,ig-platform-id 07009B3E may fail for desktop Coffee Lake (UHD 630) users, you can try 00009B3E instead. 0300923E is also known to work sometimes.

Other iGPU notes:

- Some systems with iGPUs (e.g. Kaby Lake and Coffee Lake) may cause system instability in lower power states, and can sometimes manifest as NVMe kernel panics. To resolve, you can add `forceRenderStandby=0` to your boot-args to disable RC6 Render Standby. See here for more info: [IGP causes NVMe Kernel Panic CSTS=0xffffffff #1193](#)

[\(opens new window\)](#)

- Certain Ice Lake laptops may also kernel panic on Cannot allow DC9 without disallowing DC6 due to issues with transitioning states. A work around for this is using either `-noDC9` or `-nodisplaysleepDC6` in your boot-args

Special note for 4k Displays with AMD dGPUs:

- Some displays may fail to wake randomly, mainly caused by AGDC preferences. To fix, apply this to your dGPU in DeviceProperties:
  - `CFG,CFG_USE_AGDC` | Data | `00`
  - You can find the PciRoot of your GPU with [gfxutil](#)

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■ `/path/to/gfxutil -f GFX0`

