

[Sammelthread] MacOS Monterey 12.x DEV-Beta Erfahrungen

Beitrag von „ozw00d“ vom 19. März 2022, 13:44

ACPI Path? den finde ich wo genau [pstr](#)?

ich habe nur ioreg path :

IOService:/AppleACPIPlatformExpert/PC02@0/AppleACPIPCI/BR2A@0/IOPP/SL05@0/IOPP/BRD2@10/IOPP/BRS0

und Device Path:

PciRoot(0x2)/Pci(0x0,0x0)/Pci(0x0,0x0)/Pci(0x10,0x0)/Pci(0x0,0x0)/Pci(0x0,0x0)/Pci(0x0,0x0)

ich schätze mal mit macisasl oder so oder?

Hab mal via Hackintool den spass gedumpte, schaut bei mir dann so aus:

Code

1. External (_SB_.PC02.BR2A.SL05.BRD2.BRS0.BRS1, DeviceObj)
2. Device (_SB.PC02.BR2A.SL05.BRD2.BRS0.BRS1)
3. {
4. Name (_ADR, 0x00000000)
5. Method (_DSM, 4, NotSerialized)
6. {
7. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 }) }
8. Return (Package ())
9. {
10. "model", Buffer () { "Navi 10 XL Downstream Port of PCI Express Switch" },
11. "device_type", Buffer () { "PCI bridge" },
12. "AAPL,slot-name", Buffer () { "Internal@2,0,0/0,0/16,0/0,0/0,0" },
13. })
14. }
15. }
16. External (_SB_.PC02.BR2A.SL05.BRD2.BRS0.BRS1.GFX0, DeviceObj)
17. Device (_SB.PC02.BR2A.SL05.BRD2.BRS0.BRS1.GFX0)

```

18. {
19. Name (_ADR, 0x00000000)
20. Method (_DSM, 4, NotSerialized)
21. {
22. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }
23. Return (Package ())
24. {
25. "model", Buffer () { "Navi 10 [Radeon RX 5600 OEM/5600 XT / 5700/5700 XT]" },
26. "device_type", Buffer () { "VGA compatible controller" },
27. "AAPL,slot-name", Buffer () { "Internal@2,0,0/0,0/16,0/0,0/0,0/0,0" },
28. })
29. }
30. }
31. External (_SB_.PC02.BR2A.SL05.BRD2.BRS0.BRS1.HDAU, DeviceObj)
32. Device (_SB.PC02.BR2A.SL05.BRD2.BRS0.BRS1.HDAU)
33. {
34. Name (_ADR, 0x00000001)
35. Method (_DSM, 4, NotSerialized)
36. {
37. If (LEqual (Arg2, Zero)) { Return (Buffer() { 0x03 } ) }
38. Return (Package ())
39. {
40. "model", Buffer () { "Navi 10 HDMI Audio" },
41. "device_type", Buffer () { "Audio device" },
42. "AAPL,slot-name", Buffer () { "Internal@2,0,0/0,0/16,0/0,0/0,0/0,1" },
43. })
44. }
45. }
46. }

```

Alles anzeigen

Ich glaub ich hab's, ich teste gerade noch wie es aussieht mit dem Wakeup, ein erster test zeigt das der test USB Stick ausgeworfen wird, aber wakeup funktioniert:

Wenn ich das richtig verstehe spoofed man damit eine RX5700XT zu einer Radeon Pro W5700X.

folgender Code hilft (bis jetzt), die Leistung ist etwas weniger als >12.3 aber das stört mich persönlich nicht:

Code

```
1. <key>PciRoot(0x2)/Pci(0x0,0x0)/Pci(0x0,0x0)/Pci(0x10,0x0)/Pci(0x0,0x0)/Pci(0x0,0x0)/Pci(0x0,0x0)</key>
2. <dict>
3. <key>@0,name</key>
4. <string>ATY,Adder</string>
5. <key>@1,name</key>
6. <string>ATY,Adder</string>
7. <key>@2,name</key>
8. <string>ATY,Adder</string>
9. <key>@3,name</key>
10. <string>ATY,Adder</string>
11. <key>AAPL00,DualLink</key>
12. <data>
13. AQAAAA==
14. </data>
15. <key>ATY,Card#</key>
16. <string>102-D32200-00</string>
17. <key>ATY,Copyright</key>
18. <string>Copyright AMD Inc. All Rights Reserved. 2005-2019</string>
19. <key>ATY,DeviceName</key>
20. <string>W5700X</string>
21. <key>ATY,EFIVersion</key>
22. <string>01.01.190</string>
23. <key>ATY,FamilyName</key>
24. <string>Radeon Pro</string>
25. <key>ATY,Rom#</key>
26. <string>113-D3220E-190</string>
27. <key>CAIL_EnableLBPWSupport</key>
28. <integer>0</integer>
29. <key>CAIL_EnableMaxPayloadSizeSync</key>
30. <integer>1</integer>
31. <key>CFG_CAA</key>
32. <integer>0</integer>
33. <key>CFG_FB_LIMIT</key>
34. <integer>0</integer>
35. <key>CFG_FORCE_MAX_DPS</key>
36. <integer>1</integer>
37. <key>CFG_GEN_FLAGS</key>
38. <integer>0</integer>
39. <key>CFG_NO_MST</key>
40. <integer>0</integer>
```

41. <key>CFG_NVV</key>
42. <integer>2</integer>
43. <key>CFG_PAA</key>
44. <integer>0</integer>
45. <key>CFG_PULSE_INT</key>
46. <integer>1</integer>
47. <key>CFG_TPS1S</key>
48. <integer>1</integer>
49. <key>CFG_TRANS_WSRV</key>
50. <integer>1</integer>
51. <key>CFG_UFL_CHK</key>
52. <integer>0</integer>
53. <key>CFG_UFL_STP</key>
54. <integer>0</integer>
55. <key>CFG_USE_AGDC</key>
56. <integer>1</integer>
57. <key>CFG_USE_CP2</key>
58. <integer>1</integer>
59. <key>CFG_USE_CPSTATUS</key>
60. <integer>1</integer>
61. <key>CFG_USE_DPT</key>
62. <integer>1</integer>
63. <key>CFG_USE_FBC</key>
64. <integer>0</integer>
65. <key>CFG_USE_FBWRKLP</key>
66. <integer>1</integer>
67. <key>CFG_USE_FEDS</key>
68. <integer>1</integer>
69. <key>CFG_USE_LPT</key>
70. <integer>1</integer>
71. <key>CFG_USE_PSR</key>
72. <integer>0</integer>
73. <key>CFG_USE_SCANOUT</key>
74. <integer>1</integer>
75. <key>CFG_USE_SRRB</key>
76. <integer>0</integer>
77. <key>CFG_USE_STUTTER</key>
78. <integer>1</integer>
79. <key>CFG_USE_TCON</key>
80. <integer>1</integer>
81. <key>PP_DisableDIDT</key>
82. <integer>1</integer>

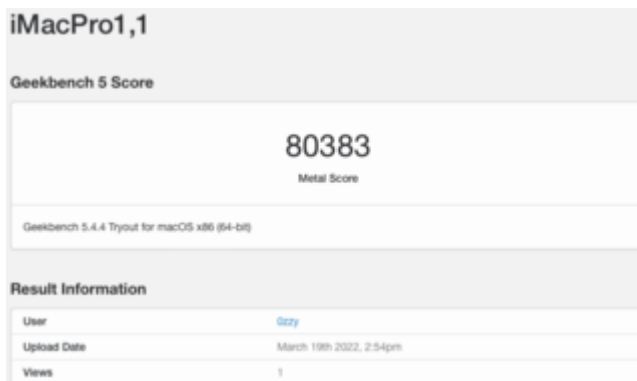
```

83. <key>PP_DisablePowerContainment</key>
84. <integer>1</integer>
85. <key>PP_DisableVltageIsland</key>
86. <integer>0</integer>
87. <key>PP_FuzzyFanControl</key>
88. <integer>1</integer>
89. <key>device_type</key>
90. <string>ATY,AdderParent</string>
91. <key>hda-gfx</key>
92. <string>onboard-1</string>
93. <key>model</key>
94. <string>Radeon Pro W5700X</string>
95. <key>name</key>
96. <string>ATY_GPU</string>
97. </dict>

```

Alles anzeigen

Geekbench:



Edit: der Vollständigkeit halbe, hier die Quelle der Device Properties:

[Github](#)