

Erledigt

TINU - Der einfachste Weg zum USB-Installer

Beitrag von „apfelnico“ vom 13. September 2017, 01:25

Sollte man beobachten: <https://github.com/ITzTravellnTime/TINU>

Beitrag von „hackiFan“ vom 13. September 2017, 05:27

Also ich habe sehr gute Erfahrungen mit pandora und das reicht mir 😊
Aber kann man schauen wie das wird

Beitrag von „derHackfan“ vom 13. September 2017, 06:51

Kann man mal nebenbei beobachten.

Beitrag von „jboeren“ vom 13. September 2017, 08:58

Der Name des Tools gefällt mir! 👍

Beitrag von „KayKun“ vom 14. September 2017, 19:08

Sehr interessant muss ich ja mal ausprobieren ob der einen oneclick oder ein 2step Installer erstellt.....

Beitrag von „Thogg Niatiz“ vom 14. September 2017, 19:22

Im Readme steht, dass createinstallmedia verwendet wird. Vermutlich wird es zweiphasig.

Beitrag von „ITzTravellnTime“ vom 16. November 2017, 23:11

Hey guys, sorry if i do not answer in german but i do not speak it and i am using google translator, i have noted that you have created a thread about my app (yes i am the guy who created that) so you can try it now that it is released, you can download it, including the source code, from here:

<https://github.com/ITzTravellnTime/TINU/releases>

i am also reciving some very good feedbacks from people on insanely mac.

I am working on improving the app and the source code for future versions, note that it's under GNU GPL v3 license so keep it in mind if you want to reuse the code from it, but it works very well and i am introducing also some interesting new features for future versions as well, so try it and let me know.

Beitrag von „al6042“ vom 16. November 2017, 23:14

As soon as I have to create an new [install stick](#)... promise... 👍

Beitrag von „griven“ vom 21. November 2017, 23:44

Gonne give it a try soon and report how it worked out for me 😁

I gave it a try and guess what it exactly did what's promised. It's a nice GUI which makes it a lot easier to create an installer for those who are not used to terminal commands. Clean and straight forward without the need to mess around with terminal commands or roaring sounds



I guess it would be a great benefit if you offer the possibility to install Clover on the created media as well maybe customisable to give advanced users the opportunity to setup Clover the way they need (including SMBIOS creation or even better the choice to use an all ready installed instance of Clover as a blueprint for the new System) and for newbees an option to just make this newly created media bootable with a bullet proof configuration (something like iMac 14,2 SMBIOS and at least FakeSMC)...

Beitrag von „ITzTravellnTime“ vom 22. November 2017, 00:23

And if you have any questions, read the FAQs page of the repo first, before asking me
<https://github.com/ITzTravellnTime/TINU/wiki/FAQs>

And also take a look at the readme of the repo for more info:
<https://github.com/ITzTravellnTime/TINU>

For question i will answer quickly on insanely mac and on emails (you find both into the readme)

Beitrag von „ITzTravellnTime“ vom 4. Dezember 2017, 00:27

[Zitat von griven](#)

Gonne give it a try soon and report how it worked out for me 

I gave it a try and guess what it exactly did what's promised. It's a nice GUI which makes it a lot easier to create an installer for those who are not used to terminal commands. Clean and straight forward without the need to mess around with terminal commands or roaring sounds 😄

I guess it would be a great benefit if you offer the possibility to install Clover on the created media as well maybe customisable to give advanced users the opportunity to setup Clover the way they need (including SMBIOS creation or even better the choice to use an all ready installed instance of Clover as a blueprint for the new System) and for newbies an option to just make this newly created media bootable with a bullet proof configuration (something like iMac 14,2 SMBIOS and at least FakeSMC)...

Thank you for trying it, for clover i am working on it, and i will work to put as most customization for it as i can, i have found a method to install it that uses the pkg installer from the internet and the install command from the terminal that lets me to specify which options i'd like to use to install it by just using a plist configuration file, but i don't think you will see it in the app soon, also because i am having issues dealing with plist serialization.

Beitrag von „al6042“ vom 4. Dezember 2017, 00:34

Just tried TINU today too and it worked like a charm... 👍

Beitrag von „Dr.Stein“ vom 4. Dezember 2017, 05:48

Ich mag das kleine Tool 😊

Beitrag von „Bryce“ vom 1. Februar 2018, 21:29

I've just tried this tool, it works very well.
Thank you.

Beitrag von „ITzTravellnTime“ vom 19. März 2018, 01:07

Just an update about tinu, i have published the pre release of the new version 2.0, you find it here:

[https://www.insanelymac.com/fo...ndComment&comment=2603376](https://www.insanelymac.com/forum/thread/33630-tinu-der-einfachste-weg-zum-usb-installer/)

Note that it is a pre-release version so it may be not bug free, if you see any bugs or problems, please report them here

Beitrag von „al6042“ vom 19. März 2018, 07:19

Would you agree the we add your TINU-binaries in our Download-Area?
This would keep the binaries available on two ends and also directly in the german community, in which we would be able to create a manual on how to use it.

Beitrag von „ITzTravellnTime“ vom 19. März 2018, 08:26

keep in mind that this is still a pre-release so i am not doing an official distribution now, but i prefer to have binaries in only one place which is the releases of my github repo, because otherwise there will be problems haveing a trustable place to download the latest binaries and also to sync up the app's versions beetween all the different places, but if the downloads of this site does allows to redirect to the downloads of the repo, why not, but i do prefer leaving everything in one place for simplicity, but i understand your point of view, maybe i can consider it, but i have to decide how to implement it inside the management of this project

Beitrag von „al6042“ vom 19. März 2018, 08:50

We would only post official/public releases, like the current 1.1 PUBLIC (24) from November last year.

Beitrag von „ITzTravellnTime“ vom 28. März 2018, 03:10

hi i have created a new pre-release of tinu 2, the pre-release 3, it's available here

<https://dl.dropboxusercontent.com/s/nvzss51qcieynve/TINU.zip>

and because it's open source, here is the source code of the new pre-release:

<https://github.com/ITzTravelInTime/TINU/tree/development>

the changelog is here:

[https://www.insanelymac.com/fo...ndComment&comment=2605994](https://www.insanelymac.com/forum/thread/33630-tinu-der-einfachste-weg-zum-usb-installer/)[Link\[/url\]](#)

[Zitat von al6042](#)

We would only post official/public releases, like the current 1.1 PUBLIC (24) from November last year.

After some days of reflection i decided to agree, cantact me privately to discuss how to do it.

Beitrag von „Dr.Stein“ vom 1. April 2018, 16:14

nice work [@ITzTravelInTime](#) THX

Beitrag von „ITzTravelInTime“ vom 4. Juni 2018, 02:53

Hi guys, after some time, i come back to write here, i have relased today the new version 2.0 of this app, as a stable release:

Download: <https://github.com/ITzTravelInTime/TINU/releases>

Source code: <https://github.com/ITzTravelInTime/TINU>

What's new:

- New UI redesigned to offer a better and more simple user experience
- Better under the hood engine, to provvide better control and error management
- New advanced options, for more features and better macOS install media customizzation, including a clover EFI folder installer
- You can now choose an installer app located in thae place you want
- New menu to download a macOS installer app (Menus bar->Help->Get a macOS installer app)
- Better info a diagnostics in the entire app
- Ability to replace macOS system files into the macOS install media.
- New mode which allows to use TINU to install macOS if tinu is opened inside a macOS installer/Recovery

Try it, use it and let me know, in case of problems or issues with the app itself, i will make a bugfix release

Beitrag von „Dr.Stein“ vom 4. Juni 2018, 05:22

I like tinu [@ITzTravelInTime](#)

Beitrag von „al6042“ vom 4. Juni 2018, 07:03

I added the new version to our Download-Section.

Beitrag von „ITzTravellnTime“ vom 4. Juni 2018, 12:02

[@al6042](#) tell to the guys in the comments of the download section that it's not an issue the fact that the app asks the password 2 times, the problem is that i am still implementing priviladgded oprations using the official apple's way, and believe me it's not an easy task to implement it in swift, i am still trying to make it to work, so in the meanwhile i have created a 2 steps authentication which sends a second dialgon screen for credetials to use for a sudo command,but once i will succed in implementing priviladged operations using the system apis in the proper way, this system will no longer be used, but the work to is just a lot, just for that

and also please update the descriptions like you see in the github REDME file

Beitrag von „al6042“ vom 4. Juni 2018, 13:58

I'll see to translate the stuff when I have the time...

Beitrag von „ITzTravellnTime“ vom 4. Juni 2018, 17:10

[Zitat von al6042](#)

I added the new version to our Download-Section.

[Zitat von al6042](#)

I'll see to translate the stuff when I have the time...

Thank you for your patence, i will eventually include your name in the credits section of the app if you write it to me privately

Beitrag von „LuckyOldMan“ vom 5. Juni 2018, 22:02

Ich habe eben versucht, mit Tinu einen Installationsstick für 10.14.beta zu erstellen - leider gab es einen Abbruch. Ein erneuter Versuch ging gleich schlecht aus:



Gruß
LOM

Beitrag von „al6042“ vom 5. Juni 2018, 22:19

Bei mir kam gestern Abend mit TINU auch ein Fehler, aber der Stick war trotzdem fertig und ist Einsatzbereit..



Beitrag von „ITzTravellnTime“ vom 5. Juni 2018, 22:20

Apple did decide to modify the "createinstallmedia" executable, which is what is used by tinu, but I am working on a version which supports the new version, I just need to finish to do some changements to the code which detects the success of the "createinstallmedia" and the arguments for that new executable

Beitrag von „LuckyOldMan“ vom 5. Juni 2018, 22:22

War er bei mir auch, aber da es irgendwo dann nicht weiter ging, habe ich abgebrochen und mache jetzt auf konventionelle Weise aka Terminal einen Install-Stick, bis Tinu diese F-Meldung nicht mehr raushaut. Mich irritiert sowas.

Gruß
LOM

Beitrag von „al6042“ vom 5. Juni 2018, 22:24

I guess [@ITzTravellnTime](#) will have this fixed in no-Time... 😊

Beitrag von „ITzTravellnTime“ vom 6. Juni 2018, 01:31

i am working on a patch righ now, i just have to chaange the terminal command for "createinstallmedia" and the output detection system for it, the error was generated because of an unknown output from "createinstallmedia", but i am testing the fixed version righ now to see if it works, i am also doing tests on macOS 10.14 as well

Beitrag von „apfelnico“ vom 6. Juni 2018, 14:57

[Zitat von al6042](#)

Bei mir kam gestern Abend mit TINU auch ein Fehler, aber der Stick war trotzdem fertig und ist Einsatzbereit..

Dein i211 Netzwerkcontroller läuft nicht. Probleme?

Beitrag von „ITzTravelInTime“ vom 6. Juni 2018, 15:18

The fixed version fo tinu is ready, support for mojave has been added, but i need to port the project to work with swift 4.2 and xcode 10, and testing took more than i tough, but here is it

download the updated version: <https://github.com/ITzTravelInTime/TINU/releases>

source code: <https://github.com/ITzTravelInTime/TINU/>

Beitrag von „al6042“ vom 6. Juni 2018, 19:18

[@apfelnico](#)

Den I211 hatte ich eine zeitlang mit dem AppleIGB.kext am laufen, kam aber zu sporadischen Abstürzen.

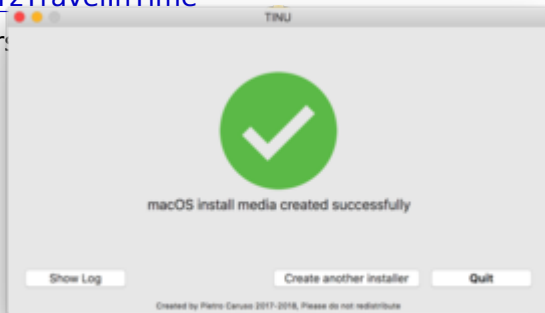
Habe das dann aber auch nicht weiter verfolgt, da der I219 mit dem IntelMausi wunderbar funktioniert und ich eh nur ein Kabel hingeführt habe... 😊

Ich glaube der AppleIntelE1000e soll beide Karten bedienen können, aber das war mir bisher nicht spannend genug.

EDIT:

[@ITzTravellnTime](#)

Ver:



Beitrag von „apfelnico“ vom 6. Juni 2018, 20:55

[@al6042](#)

Intelmausi unterstützt den nicht, AppleIntelE1000e ebenfalls nicht. Anbei ein Treiber, der nicht dein System zu Absturz bringt und deine zweite Netzwerkschnittstelle aktiviert. Ist doch schön, wenn im Systembericht alles auf "ja" steht. 😊

Beitrag von „al6042“ vom 6. Juni 2018, 20:58

Danke... schaue ich mir bei Gelegenheit mal an. 😄

Beitrag von „Dr.Stein“ vom 6. Juni 2018, 21:06

TINU könnte man doch mal auf deutsch übersetzen oder? 😄
mal den Entwickler [@ITzTravellnTime](#) fragen

Beitrag von „derHackfan“ vom 6. Juni 2018, 21:11

Siehe Montag 13:58 😄

Beitrag von „al6042“ vom 6. Juni 2018, 21:19

Dabei ging es aber nur um die Beschreibung in der Readme-Datei... 😄

Beitrag von „ITzTravellnTime“ vom 6. Juni 2018, 21:32

i am planning to give you the app for different languages, but only when i have implemented almost all the features i want to introduce, so, at least when we have a complete clover support and the guided clover configuration in tinu implemented and coprrrectly working, because those are the biggest features i want to introduce into the next releases of tinu, and i have also you and some other friends to translate it to german, some other friends for franch and also i can do the italian translation, maybe we can have some spanish as well, i'd like that the version of tinu with multilanguage support will support most of the most diffused languages of the world

Beitrag von „AcerUser“ vom 7. Juni 2018, 15:53

Wenn TINU meine USB gerate sucht, stürzt es direkt ab.

Beitrag von „ITzTravellnTime“ vom 7. Juni 2018, 16:09

First of all make sure that you are running the latest version of the app, then if it does not works:

Please open TINU, in the menu bar click on TINU->Open TINU in diagnostics mode, it will ask you for a password, so type it and press enter, it will open terminal window and then reopen the app, in the terminal window it will display all the log of the app, so try to reuse the app, and then when it freezes copy all the text from the terminal window, put it inside a text file and send it to me, also it's useful to disconnect all the non needed storage devices from your machine, and tell me if you machine is an hackintosh or a real Mac or a vm, and which are the storage devices in it and which kind off partitions and which file system they does contain.

I need this info to trouble shoot the situation, it can also happen that on some machines the drive detection is slow

And also make sure that your usb drive meets all the requirements, you should have your main partition fo at least 8 gb in the usb drive

Beitrag von „ITzTravellnTime“ vom 20. Juni 2018, 19:37

I have tested the latest release of tinu with macOS mojave beta 2 and works flawlessly, and the new version thatb i have now decided to call version 2.1 is very close to be ready, i think i can release it in 1 or 2 weeks, i have to continue doing testing and bug fix and to finish to optimize the code

Beitrag von „al6042“ vom 20. Juni 2018, 19:40

Thanks for the info... 😊

Did you also take a look at situations where the app is used by an unprivileged user?
Remember the issue with the second Password request...

Beitrag von „ITzTravellnTime“ vom 20. Juni 2018, 19:50

That will be solved when i will succed to implement the official apple's way to do privaldeg operations, for now there is jus a message in the second password asking but i want to deprecate this system starting with tinu 3 beta 1 if i can, but for now i have to prepare everything to implement that, so that's why i am working on tinu 2.1, to prepare the app to implement all the needed things and also to give you a better working app and with better mac os mojave comaptibility

Beitrag von „ITzTravellnTime“ vom 9. Dezember 2018, 17:55

Hi, I have published a new version of TINU, with a lot of improovements based on all the user's complains in the last months. This is a short changelog:

- Huge changements and reworking under the hood
- Moved to xCode 10
- Mojave dark mode support
- New EFI Partition Mounter utility
- New redesigned log window
- Improoved grammar, text and understandability
- improoved layouts and UI
- New login and password prompt system, more secure and reliable
- Huge bug fix (thanks to the users and beta testers)
- Optimization of the app
- Re-organization of the sorce code

- Added new people to the credits (Peter Paul Chato, Thomas Tempelmann)

You can find it here:

https://github.com/ITzTravelln...eleases/tag/2.1_PUBLIC_60

Beitrag von „al6042“ vom 9. Dezember 2018, 18:55

Thanks [ITzTravellnTime](#) ...

I added the new version to the Download-Thread, with translated changelog...

[TINU oder besser gesagt "TINU Is Not Uni*****"](#)

Beitrag von „ITzTravellnTime“ vom 10. Dezember 2018, 02:32

please update the description of the first post of the thread in the downloads, i made quite a few changes to the english version of the description in the last months

Beitrag von „al6042“ vom 10. Dezember 2018, 06:50

I'll do that, but it has to wait until Tuesday... 😊

Beitrag von „ITzTravellnTime“ vom 19. Dezember 2019, 02:01

And after one year i am back, i am working on a new tinu version and i released a first beta of it.

The new version is the version 3.0 and it's still in developement with a lot fo things subject to changes in future betas and in the fi nal 3.0 release.

you can find the download for the beta version's binary here:
<https://github.com/ITzTravellnTime/TINU/releases>

and the source code has been published here:
<https://github.com/ITzTravellnTime/TINU/tree/development>

changelogs can be found in the github repo with the various commits, one final changelog will be made for the final 3.0 release

Beitrag von „ITzTravellnTime“ vom 25. Dezember 2019, 01:23

As a small christmas present i released beta 2 for tinu 3.0, it can be downloaded from here:

[https://github.com/ITzTravelln...releases/tag/3.0_BETA_\(68\)](https://github.com/ITzTravelln...releases/tag/3.0_BETA_(68))

the source code can be found here:


<https://github.com/ITzTravellnTime/TINU/tree/development>

for the changelog, look at the release on github or at the recent commits

there is also a telegram group for beta testing of the app if you want to join and have a direct contact with me (it's in english only) <https://t.me/TINUBetaTesting>

Beitrag von „TRON71“ vom 25. Dezember 2019, 02:33

[ITzTravellnTime](#)many thanks for your great support. 🙌

Tinu is a little big helper. 

Beitrag von „ITzTravellnTime“ vom 19. August 2020, 02:46

I has been a while since i last updated this thread, i have released a new version, it is version 3.0 BETA 3 which added support to catalina and big sur and a bunch of other things, you can find it here:

<https://github.com/ITzTravellnTime/TINU/releases>

About the future plans:

1)I am currently working on BETA 4 and i am keeping updated the development branch on github with all the new changes i made, you can find it here to see which is the stuff i am working on: <https://github.com/ITzTravellnTime/TINU/tree/development>

2)The final release 3.0 will came after beta 4 and after a final beta 5 (which will facus on bugfix), i hope to get this done by the end of sptember, but i still need to spend time debugging and doing what's left on my todo-list.

3)The release after 3.0 will be a total conversion of the 3.0 release to swift 4 or 5 and ported to xcode 11 or 12 (in case of xcode 12 i will absolutely try to get the thing working on Apple silicon Macs using an universal executable, but i will need to put my hands on an apple silicon machine somehow to do debugging, or it will be just published as untested together with the intel-only binary)

Beitrag von „ITzTravellnTime“ vom 3. September 2020, 23:44

About beta 4 i am laying down some groundwork for localization and i am starting to do that by removing a bunch of hardcoded ui-related strings from the app's code and moving them to external .json files located into the app's bundle, this will make ui management somewhat easier since there is no longer the need to mess with the code and also since the ui stuff will be located into external files it will be easily editable and so new languages can be added even without using xcode.

This stuff is in very early stages now and still doesn't work for a bunch of reasons (like the app being compiled just to target english and also the fact that the vast majority of the ui stuff isn't implemented via json files but rather in the storyboards or via hardcoded stuff) of course this will change and i'd really like to give you a version of the app featuring german support in the future (and for that i will need some people to take care of the translation).

To take a look you can see what i have done in the latest commit on github in the development branch <https://github.com/ITzTravelInTime/TINU/tree/development>

About the github repo should i commit my latest work to the main branch or just keep using the development branch for that? and so leaving the main branch for release code only?

Beitrag von „ITzTravelInTime“ vom 24. September 2020, 00:24

News:

About the diagnostics mode issue, the script files are now dynamically created into the ~/Application Support folder which is freely accessible by any app and so there should no longer be a problem with it, and also the diagnostics mode is prompted just when needed, which is on catalina and newer version with [SIP](#) enabled.

By the end of the month the new beta 4, which includes this fix and way more stuff will be out for all of you to use, i still have to work some stuff regarding implementation of a multiple language system, but it's almost completed, i will have to implement it in a few views and messages, i have also uploaded a preview version to let you try the fixes for the bugs, enjoy:

https://mega.nz/file/K4BHHAQJ#...laaMkJVrfo4AL63WMLII_Wz6M

Note that this isn't officially the beta 4, but it's just a little thing to let you try the fixes, much of the work has been done under the hood to improve the app, so there aren't a lot of new things you can see in the UI in this version

Beitrag von „ITzTravelInTime“ vom 13. Oktober 2020, 22:30

So here is the public version of tinu 3.0 beta 4, i hope you like it:

[https://github.com/ITzTravelInTime/tinu/releases/tag/3.0_BETA_4_\(82\)/](https://github.com/ITzTravelInTime/tinu/releases/tag/3.0_BETA_4_(82))

and here is the official changelog:

- Added multiple language system to let the app to be translated in different languages in future versions of the tool
- Added a BETA italian language translation
- Rewritten or revisioned most of the UI's code
- Huge code polish and revision of the way most systems of the app works
- Rewritten the diagnostics mode code (the app will no longer always ask you to use the diagnostics mode and the "Error code 1" problem is fixed)
- Installer app size detection to let you avoid using installer apps too big for your disk
- Improved EFI partition mounter (reworked some ui code and added support for opening the config.plist with multiple apps)
- Revisioned disk detection system

- Revisioned disk icon detection system
- Reworked progressbar system
- Removal of several hardcoded contents which were moved into some .json files which are embedded into the app
- Solved several UI bugs
- Improved support for Big Sur
- Reworked notifications
- Other "under the hood" work which is not really worth mentioning because this list is already quite long

This version is (at the time of release) the recommended version if you want to use Catalina or Big Sur

Beitrag von „Macko“ vom 14. Oktober 2020, 12:19

TINU would be OK, but after connecting the USB drive and loading the installation, it will erase the USB drive.

Then it puts on a USB installation, but EFI is missing and USB doesn't boot !!

How can EFI be done for installation then?

For me, it's useless, and I'd rather work with a partitioned USB drive where I have EFI and on Untitled via the command I will install.

It is a pity that TINU does not have a tool for USB partitioning for EFI and Installation, as has BDUtility in Windows. 🙄

Beitrag von „ITzTravellnTime“ vom 14. Oktober 2020, 14:18

[Zitat von Macko](#)

TINU would be OK, but after connecting the USB drive and loading the installation, it will erase the USB drive.

Then it puts on a USB installation, but EFI is missing and USB doesn't boot !!

How can EFI be done for installation then?

For me, it's useless, and I'd rather work with a partitioned USB drive where I have EFI and on Untitled via the command I will install.

It is a pity that TINU does not have a tool for USB partitioning for EFI and Installation, as has BDUtility in Windows. 🙄

The creation/installation of the EFI is left to the user intentionally to void having the tool falling in the same rabbit hole as unibeast which just encourages not learning about setting up correctly your bootloader, it isn't a unibeast replacement and therefore it doesn't create the efi folder. tinu however does create always the efi partition and if you go into the options section of the tool after choosing the installer app you can always use the efi installer menus for your bootloader of choice to have tinu install it automatically if you already have one.

The focus of TINU is being a good tool for general purpose macOS installer creation while providing some useful stuff like the EFI partition mounter tool.

Beitrag von „ITzTravellnTime“ vom 19. August 2021, 21:17

hi guys,. after a long while i am back with a new release of TINU, here is what's new:

[https://github.com/ITzTravelln...releases/tag/3.0_RC_\(100\)](https://github.com/ITzTravelln...releases/tag/3.0_RC_(100))

- Overhaul of all the internal systems used by the app. The way the app performs its tasks is now better programmed and organised, and the code is now more unified and slimmer.
- New and updated UI for EFI Partition Mounter.

- UI revision and overhaul, also some long standing UI bugs have been fixed.
 - New Icons and colours exclusively on Big Sur and newer macOS versions.
 - Native Apple Silicon support (still experimental and somewhat untested).
 - Now using Swift 5 and Xcode 12.
 - The project now features some Swift packages that allows you to use features from TINU in your own projects (See the readme for a list of the swift packages used).
 - Improved all the detection systems.
 - Improved Big Sur and Monterey support for installer Apps.
 - Fixes of some long-standing bugs.
 - More Bug-Fixes.
-

Beitrag von „canyonwalker“ vom 20. August 2021, 00:31

Link is reporting the Error Code 404, please check;)

Beitrag von „al6042“ vom 20. August 2021, 06:40

Danke für Eure Hinweise...

Link wurde korrigiert und funktioniert jetzt.

Beitrag von „ITzTravellnTime“ vom 20. August 2021, 16:27

 [Zitat von canyonwalker](#)

Link is reporting the Error Code 404, please check;)

It seems to be a problem with url parsing on this website, try the link to the page with all the downloads: <https://github.com/ITzTravelInTime/TINU/releases>

EDIT:

[al6042](#) I have also made an update release, here is the change log:

- Fixed a crash that occurs when the [SIP](#) status isn't fully disabled or fully enabled.
- New lower [SIP](#) Requirements (Now the app just requires the CSR_ALLOW_UNRESTRICTED_FS flag to be disabled to operate without forcing the diagnostics mode).
- Updated links in the menu bar.

Beitrag von „published“ vom 21. August 2021, 12:20

Gibts dazu eine Lösung in der neusten Version?

Mein Macbook lässt mich TINU nicht öffnen, da Apple nicht nach Schadsoftware suchen kann?

Beitrag von „OSX-Einsteiger“ vom 21. August 2021, 12:33

[published](#)

Hast du TINU mit Rechts Klick geöffnet ?

Beitrag von „published“ vom 21. August 2021, 13:29

Nein mit links.

Beitrag von „Nightflyer“ vom 21. August 2021, 19:06

Versuch mal Rechtsklick, öffnen. Dann wenn ein Fehler kommt, trotzdem öffnen klicken. Dann musst du wohl den Passwort eingeben

Beitrag von „ITzTravellnTime“ vom 24. August 2021, 23:04

Zitat von Published

Gibts dazu eine Lösung in der neusten Version?

Mein Macbook lässt mich TINU nicht öffnen, da Apple nicht nach Schadsoftware suchen kann?

Sorry about that, but TINU isn't code signed, and it causes the os to return that message. It isn't code signed because i don't have a paid apple developer subscription.

That said you can always open TINU by doing right click -> Open.

Beitrag von „ITzTravellnTime“ vom 2. Oktober 2021, 23:55

Here you can find a new release, bringing some needed crash and bug fixes and a couple of changes (see the release notes on github to read more):

<https://github.com/ITzTravellnTime/TINU/releases>

Beitrag von „ITzTravellnTime“ vom 26. Oktober 2021, 15:57

here is the new stable 3.0 release everyone:

- New algorithm for the detection of usable drives and partitions, unusable/unsupported drives and partitions will now be displayed and flagged as unusable/unsupported instead of being hidden (Doesn't apply APFS Volumes yet).
- Installer apps for OS X Lion and Mountain Lion will now be detected and flagged as unsupported.
- Added downloads for the OS X Lion, Mountain Lion and Yosemite installer apps in the dedicated installer app download window.
- License and legal overhaul. Among other things now you will be no longer prompted to agree to the license every time you want to make a usb installer (the license is still readable using the `About TINU` window).
- Various UI-related fixes and corrections.
- Various bug and crash fixes.
- Tested to work on macOS Monterey.

And it can be downloaded here:

<https://github.com/ITzTravellnTime/TINU/releases>

Beitrag von „Wolfe“ vom 30. Oktober 2021, 15:04

Eben einen neuen Bootstick mit TINU 3.0, OC075 und Monterey erstellt.

Hat auf Anhieb funktioniert.

Danke, [ITzTravelInTime](#)

Beitrag von „macdream“ vom 31. Oktober 2021, 19:20

Ich habe meinen Bootstick auch mit TINU 3.0 (Monterey, OC 0.7.4) erstellt, allerdings sehe ich den Monterey Installer nicht wenn ich mittels F12 den Stick boote, lediglich meine installierten Systeme.

Fehlt mir wieder irgendwo ein Häckchen in der Config?

[Wolfe](#)

Hast du mit dem Stick auch mal in den Installer gebootet, bzw. siehst du den Installer im Picker?

Beitrag von „Wolfe“ vom 31. Oktober 2021, 19:23

[macdream](#) Ich meine, dass ich den Stick getestet habe, bevor er in die Schublade wanderte. Test bedeutet, dass ich ihn aus dem Bios heraus starte und den Installationsprozess beginne.

Nun bin ich mir aber unsicher und will das wohl noch einmal prüfen.

Jetzt gibt es aber erstmal eine Folge „The Wire“. Was eine geniale Serie!

Beitrag von „macdream“ vom 31. Oktober 2021, 19:24

OK, bis später dann. Viel Spaß!

Beitrag von „ITzTravellnTime“ vom 1. November 2021, 17:43

[Zitat von macdream](#)

Ich habe meinen Bootstick auch mit TINU 3.0 (Monterey, OC 0.7.4) erstellt, allerdings sehe ich den Monterey Installer nicht wenn ich mittels F12 den Stick boote, lediglich meine installierten Systeme.

Fehlt mir wieder irgendwo ein Häckchen in der Config?

[Wolfe](#)

Hast du mit dem Stick auch mal in den Installer gebootet, bzw. siehst du den Installer im Picker?

Not a TINU issue, there is something wrong with the oc efi folder you used, also the efi folder installer feature provided by TINU just mounts the efi partition and makes a copy of the selected efi folder.

Beitrag von „macdream“ vom 1. November 2021, 17:58

That's what I thought. Most probably one of the hundreds options in OC missing or wrong...

No clue which one 🤔

Beitrag von „ITzTravellnTime“ vom 1. November 2021, 18:07

[Zitat von macdream](#)

That's what I thought. Most probably one of the hundreds options in OC missing or wrong...

No clue which one 🤔

Try setting the [scan_policy](#) to 0, it's under misc and then security.

Beitrag von „Wolfe“ vom 1. November 2021, 18:25

[macdream](#) Hier ist die Info richtig: Bootstick erfolgreich getestet.

Beitrag von „macdream“ vom 1. November 2021, 19:22

Danke! Dann verstehe ich nicht warum ich im Picker den Installer nicht sehe. Hast du irgendwelche Änderungen an der config.plist gemacht, bzw. welche von den zuletzt hinzu gekommenen Optionen benutzt?

[ITzTravellnTime](#)

ScanPolice ist set to 0 anyway. I guess it's one of the recently added options which I didn't use so far. There was no need until know.

Beitrag von „Wolfe“ vom 1. November 2021, 19:52

[macdream](#) Ich habe nur zwei Kriterien an Jimsalabims Config.plist verändert: AdviseFeatures=True und MinDate/MinVers(?)=-1.

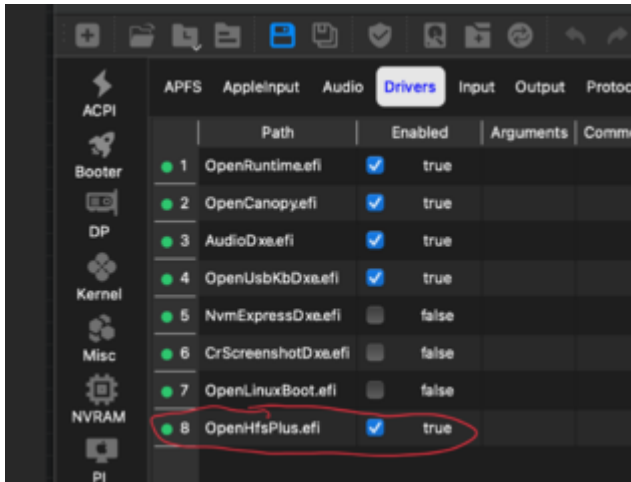
Glaube ich

Beitrag von „macdream“ vom 1. November 2021, 20:00

[ITzTravellnTime](#) [Wolfe](#)

I found the issue: Driver OpenHfsPlus.efi was missing, normally not used, as file system is APFS, but for the HFS+ filesystem needed. 🙏

Thank you for helping.



Beitrag von „ITzTravellnTime“ vom 2. November 2021, 23:52

Going back to TINU, here is a teaser of a new feature coming:

(sorry for the Italian text, but i think you can work out what the new feature is)

