OpenCore

Reference Manual (0.5.~~4~~.5)

[2020.02.02]

8 Misc

8.1 Introduction

This section contains miscellaneous configuration entries for OpenCore behaviour that does not go to any other sections

8.2 Properties

1. `Boot`
   Type: `plist dict`
   Description: Apply boot configuration described in Boot Properties section below.

2. `BlessOverride`
   Type: `plist array`
   Description: Add custom scanning paths through bless model.

   Designed to be filled with `plist string` entries containing absolute UEFI paths to customised bootloaders, for example, `\EFI\Microsoft\Boot\bootmgfw.efi` for Microsoft bootloader. This allows unusual boot paths to be automaticlly discovered by the boot picker. Designwise they are equivalent to predefined blessed path, such as `\System\Library\CoreServices\boot.efi`, but unlike predefined bless paths they have highest priority.

3. `Debug`
   Type: `plist dict`
   Description: Apply debug configuration described in Debug Properties section below.

4. `Entries`
   Type: `plist array`
   Description: Add boot entries to boot picker.

   Designed to be filled with `plist dict` values, describing each load entry. See Entry Properties section below.

5. `Security`
   Type: `plist dict`
   Description: Apply security configuration described in Security Properties section below.

6. `Tools`
   Type: `plist array`
   Description: Add tool entries to boot picker.

   Designed to be filled with `plist dict` values, describing each load entry. See Entry Properties section below.

   Note: Select tools, for example, UEFI Shell are very dangerous and **MUST NOT** appear in production configurations, especially in vaulted ones and protected with secure boot, as they may be used to easily bypass secure boot chain.

8.3 Boot Properties

1. `BuiltinTextRenderer`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Enables experimental builtin text renderer.

   This option makes all text going through standard console output render through builtin text renderer bypassing firmware services. While still experimental and feature incomplete, this option effecitly avoids the need for various quirks like `ReplaceTabWithSpace` or `SanitiseClearScreen`. It should also increase the dimensions of the output area.

   Since builtin text renderer works in graphics mode, extra care may need to be paid to `ConsoleBehaviourOs`, `ConsoleBehaviourUi`, `ConsoleControl`, and `IgnoreTextInGraphics` options. While individual for the target system, it is recommended to use `ForceGraphics` and builtin `ConsoleControl` to avoid compatibility issues.

   Note: Some Macs, namely `MacPro5,1`, may have broken console output with newer GPUs, and thus enabling this option can be required for them.

2. `ConsoleMode`
   Type: `plist string`
   Failsafe: Empty string
   Description: Sets console output mode as specified with the `WxH` (e.g. `80x24`) formatted string. Set to empty string not to change console mode. Set to `Max` to try to use largest available console mode.

   Note: This field is best to be left empty on most firmwares.

3. `ConsoleBehaviourOs`
   Type: `plist string`
   Failsafe: Empty string
   Description: Set console control behaviour upon operating system load.

   Console control is a legacy protocol used for switching between text and graphics screen output. Some firmwares do not provide it, yet select operating systems require its presence, which is what `ConsoleControl` UEFI protocol is for.

   When console control is available, OpenCore can be made console control aware, and set different modes for the operating system booter (`ConsoleBehaviourOs`), which normally runs in graphics mode, and its own user interface (`ConsoleBehaviourUi`), which normally runs in text mode. Possible behaviours, set as values of these options, include:

   - Empty string — Do not modify console control mode.
   - `Text` — Switch to text mode.
   - `Graphics` — Switch to graphics mode.
   - `ForceText` — Switch to text mode and preserve it (requires `ConsoleControl`).
   - `ForceGraphics` — Switch to graphics mode and preserve it (require `ConsoleControl`).

   Hints:

   - Unless empty works, firstly try to set `ConsoleBehaviourOs` to `Graphics` and `ConsoleBehaviourUi` to `Text`.
   - On APTIO IV (Haswell and earlier) it is usually enough to have `ConsoleBehaviourOs` set to `Graphics` and `ConsoleBehaviourUi` set to `ForceText` to avoid visual glitches.
   - On APTIO V (Broadwell and newer) `ConsoleBehaviourOs` set to `ForceGraphics` and `ConsoleBehaviourUi` set to `ForceText` usually works best.
   - On Apple firmwares `ConsoleBehaviourOs` set to `Graphics` and `ConsoleBehaviourUi` set to `Text` is supposed to work best.

   Note: `IgnoreTextInGraphics` and `SanitiseClearScreen` may need to be enabled for select firmware implementations. Particularly APTIO firmwares.

4. `ConsoleBehaviourUi`
   Type: `plist string`
   Failsafe: Empty string
   Description: Set console control behaviour upon OpenCore user interface load. Refer to `ConsoleBehaviourOs` description for details.

5. `HibernateMode`
   Type: `plist string`
   Failsafe: `None`
   Description: Hibernation detection mode. The following modes are supported:

   - `None` — Avoid hibernation for your own good.
   - `Auto` — Use RTC and NVRAM detection.
   - `RTC` — Use RTC detection.
   - `NVRAM` — Use NVRAM detection.

6. `HideSelf`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Hides own boot entry from boot picker. This may potentially hide other entries, for instance, when another UEFI OS is installed on the same volume and driver boot is used.

7. `PollAppleHotKeys`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Enable ~~modifier hotkey~~ modifier hotkey handling in boot picker.

   In addition to ~~action hotkeys~~action hotkeys, which are partially described in `UsePicker` section and are normally handled by Apple BDS, there exist modifier keys, which are handled by operating system bootloader, namely `boot.efi`. These keys allow to change operating system behaviour by providing different boot modes.

   On some firmwares it may be problematic to use modifier keys due to driver incompatibilities. To workaround this problem this option allows registering select hotkeys in a more permissive manner from within boot picker. Such extensions include the support of tapping on keys in addition to holding and pressing `Shift` along with other keys instead of just `Shift` alone, which is not detectible on many PS/2 keyboards. This list of known ~~hotkeys~~ modifier hotkeys includes:

   - `CMD+C+MINUS` — disable board compatibility checking.
   - `CMD+K` — boot release kernel, similar to `kcsuffix=release`.
   - `CMD+S` — single user mode.
   - `CMD+S+MINUS` — disable KASLR slide, requires disabled SIP.
   - `CMD+V` — verbose mode.
   - `Shift` — safe mode.

8. `Resolution`
   Type: `plist string`
   Failsafe: Empty string
   Description: Sets console output screen resolution.

   - Set to `WxH@Bpp` (e.g. `1920x1080@32`) or `WxH` (e.g. `1920x1080`) formatted string to request custom resolution from GOP if available.
   - Set to empty string not to change screen resolution.
   - Set to `Max` to try to use largest available screen resolution.

   On HiDPI screens `APPLE_VENDOR_VARIABLE_GUID UIScale` NVRAM variable may need to be set to `02` to enable HiDPI scaling in FileVault 2 UEFI password interface and boot screen logo. Refer to Recommended Variables section for more details.

   Note: This will fail when console handle has no GOP protocol. When the firmware does not provide it, it can be added with `ProvideConsoleGop` UEFI quirk set to `true`.

9. `ShowPicker`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Show simple boot picker to allow boot entry selection.

10. TakeoffDelay
    Type: plist integer, 32 bit
    Failsafe: 0
    Description: Delay in microseconds performed before handling picker startup and action hotkeys.

    Introducing a delay may give extra time to hold the right action hotkey sequence to e.g. boot to recovery mode. On some platforms setting this option to at least 5000-10000 microseconds may be necessary to access action hotkeys at all due to the nature of the keyboard driver.

11. `Timeout`
    Type: `plist integer`, 32 bit
    Failsafe: `0`
    Description: Timeout in seconds in boot picker before automatic booting of the default boot entry. Use 0 to disable timer.

12. `UsePicker`
    Type: `plist boolean`
    Failsafe: `false`
    Description: Use OpenCore built-in boot picker for boot management.

`UsePicker` set to `false` entirely disables all boot management in OpenCore except policy enforcement. In this case a custom user interface may utilise OcSupportPkg `OcBootManagementLib` to implement a user friendly boot picker oneself. Reference example of external graphics interface is provided in ExternalUi test driver.

OpenCore built-in boot picker contains a set of actions chosen during the boot process. The list of supported actions is similar to Apple BDS and ~~currently consists of the following options~~in general can be accessed by holding `action hotkeys` during boot process. Currently the following actions are considered:

- `Default` — this is the default option, and it lets OpenCore built-in boot picker to loads the default boot option as specified in Startup Disk preference pane.
- `ShowPicker` — this option forces picker to show. Normally it can be achieved by holding `OPT` key during boot. Setting `ShowPicker` to `true` will make `ShowPicker` the default option.
- `ResetNvram` — this option performs select UEFI variable erase and is normally achieved by holding `CMD+OPT+P+R` key combination during boot. Another way to erase UEFI variables is to choose `Reset NVRAM` in the picker. This option requires `AllowNvramReset` to be set to `true`.
- `BootApple` — this options performs booting to the first found Apple operating system unless the default chosen operating system is already made by Apple. Hold `X` key to choose this option.
- `BootAppleRecovery` — this option performs booting to Apple operating system recovery. Either the one related to the default chosen operating system, or first found in case default chosen operating system is not made by Apple or has no recovery. Hold `CMD+R` key combination to choose this option.

Note: ~~activated~~ Activated `KeySupport`, `AppleUsbKbDxe`, or similar driver is required for key handling to work. On many firmwares it is not possible to get all the keys function.

In addition to `OPT` OpenCore supports `Escape` key `ShowPicker`. This key exists for firmwares with PS/2 keyboards that fail to report held `OPT` key and require continual presses of `Escape` key to enter the boot menu.

8.4 Debug Properties

1. `DisableWatchDog`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Select firmwares may not succeed in quickly booting the operating system, especially in debug mode, which results in watch dog timer aborting the process. This option turns off watch dog timer.

2. `DisplayDelay`
   Type: `plist integer`
   Failsafe: `0`
   Description: Delay in microseconds performed after every printed line visible onscreen (i.e. console).

3. `DisplayLevel`
   Type: `plist integer`, 64 bit
   Failsafe: `0`
   Description: EDK II debug level bitmask (sum) showed onscreen. Unless `Target` enables console (onscreen) printing, onscreen debug output will not be visible. The following levels are supported (discover more in DebugLib.h):

   - `0x00000002` (bit `1`) — `DEBUG_WARN` in `DEBUG`, `NOOPT`, `RELEASE`.
   - `0x00000040` (bit `6`) — `DEBUG_INFO` in `DEBUG`, `NOOPT`.
   - `0x00400000` (bit `22`) — `DEBUG_VERBOSE` in custom builds.
   - `0x80000000` (bit `31`) — `DEBUG_ERROR` in `DEBUG`, `NOOPT`, `RELEASE`.

4. `Target`
   Type: `plist integer`
   Failsafe: `0`
   Description: A bitmask (sum) of enabled logging targets. By default all the logging output is hidden, so this option is required to be set when debugging is necessary.

   The following logging targets are supported:

   - `0x01` (bit `0`) — Enable logging, otherwise all log is discarded.
   - `0x02` (bit `1`) — Enable basic console (onscreen) logging.
   - `0x04` (bit `2`) — Enable logging to Data Hub.

- `0x08` (bit 3) — Enable serial port logging.
- `0x10` (bit 4) — Enable UEFI variable logging.
- `0x20` (bit 5) — Enable non-volatile UEFI variable logging.
- `0x40` (bit 6) — Enable logging to file.

Console logging prints less than all the other variants. Depending on the build type (`RELEASE`, `DEBUG`, or `NOOPT`) different amount of logging may be read (from least to most).

Data Hub log will not log kernel and kext patches. To obtain Data Hub log use the following command in macOS:

```
ioreg -lw0 -p IODeviceTree | grep boot-log | sort | sed 's/.*<\(.*\)>.*/\1/' | xxd -r -p
```

UEFI variable log does not include some messages and has no performance data. For safety reasons log size is limited to 32 kilobytes. Some firmwares may truncate it much earlier or drop completely if they have no memory. Using non-volatile flag will write the log to NVRAM flash after every printed line. To obtain UEFI variable log use the following command in macOS:

```
nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:boot-log |
  awk '{gsub(/%0d%0a%00/,"");gsub(/%0d%0a/,"\n")}1'
```

Warning: Some firmwares are reported to have broken NVRAM garbage collection. This means that they may not be able to always free space after variable deletion. Do not use non-volatile NVRAM logging without extra need on such devices.

While OpenCore boot log already contains basic version information with build type and date, this data may also be found in NVRAM in `opencore-version` variable even with boot log disabled.

File logging will create a file named `opencore-YYYY-MM-DD-HHMMSS.txt` at EFI volume root with log contents (the upper case letter sequence is replaced with date and time from the firmware). Please be warned that some file system drivers present in firmwares are not reliable, and may corrupt data when writing files through UEFI. Log is attempted to be written in the safest manner, and thus is very slow. Ensure that `DisableWatchDog` is set to `true` when you use a slow drive.

8.5 Security Properties

1. `AllowNvramReset`
   Type: plist boolean
   Failsafe: false
   Description: Allow `CMD+OPT+P+R` handling and enable showing `NVRAM Reset` entry in boot picker.

2. `AllowSetDefault`
   Type: plist boolean
   Failsafe: false
   Description: Allow `CTRL+Enter` and `CTRL+Index` handling to set the default boot option in boot picker.

3. `AuthRestart`
   Type: plist boolean
   Failsafe: false
   Description: Enable `VirtualSMC`-compatible authenticated restart.

   Authenticated restart is a way to reboot FileVault 2 enabled macOS without entering the password. To perform authenticated restart one can use a dedicated terminal command: `sudo fdesetup authrestart`. It is also used when installing operating system updates.

   VirtualSMC performs authenticated restart by saving disk encryption key split in NVRAM and RTC, which despite being removed as soon as OpenCore starts, may be considered a security risk and thus is optional.

4. `ExposeSensitiveData`
   Type: plist integer
   Failsafe: 0x6
   Description: Sensitive data exposure bitmask (sum) to operating system.

   - `0x01` — Expose printable booter path as an UEFI variable.

- `0x02` — Expose OpenCore version as an UEFI variable.
- `0x04` — Expose OpenCore version in boot picker menu title.
- [0x08 — Expose OEM information as a set of UEFI variables.](#)

Exposed booter path points to OpenCore.efi or its booter depending on the load order. To obtain booter path use the following command in macOS:

```
nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:boot-path
```

To use booter path for mounting booter volume use the following command in macOS:

```
u=$(nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:boot-path | sed 's/.*GPT,\([^,]*\),.*/\1/'); \
  if [ "$u" != "" ]; then sudo diskutil mount $u ; fi
```

To obtain OpenCore version use the following command in macOS:

```
nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:opencore-version
```

[To obtain OEM information use the following commands in macOS:](#)

```
nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:oem-product # SMBIOS Type1 ProductName
nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:oem-vendor  # SMBIOS Type2 Manufacturer
nvram 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:oem-board   # SMBIOS Type2 ProductName
```

5. `HaltLevel`
   Type: plist integer, 64 bit
   Failsafe: 0x80000000 (DEBUG_ERROR)
   Description: EDK II debug level bitmask (sum) causing CPU to halt (stop execution) after obtaining a message of `HaltLevel`. Possible values match `DisplayLevel` values.

6. `RequireSignature`
   Type: plist boolean
   Failsafe: true
   Description: Require `vault.sig` signature file for `vault.plist` in `OC` directory.

   This file should contain a raw 256 byte RSA-2048 signature from SHA-256 hash of `vault.plist`. The signature is verified against the public key embedded into `OpenCore.efi`.

   To embed the public key you should do either of the following:

   - Provide public key during the `OpenCore.efi` compilation in `OpenCoreVault.c` file.
   - Binary patch `OpenCore.efi` replacing zeroes with the public key between `=BEGIN OC VAULT=` and `==END OC VAULT==` ASCII markers.

   RSA public key 520 byte format description can be found in Chromium OS documentation. To convert public key from X.509 certificate or from PEM file use RsaTool.

   Note: `vault.sig` is used regardless of this option when public key is embedded into `OpenCore.efi`. Setting it to `true` will only ensure configuration sanity, and abort the boot process when public key is not set but was supposed to be used for verification.

7. `RequireVault`
   Type: plist boolean
   Failsafe: true
   Description: Require `vault.plist` file present in `OC` directory.

   This file should contain SHA-256 hashes for all files used by OpenCore. Presence of this file is highly recommended to ensure that unintentional file modifications (including filesystem corruption) do not happen unnoticed. To create this file automatically use `create_vault.sh` script.

   Regardless of the underlying filesystem, path name and case must match between `config.plist` and `vault.plist`.

   Note: `vault.plist` is tried to be read regardless of the value of this option, but setting it to `true` will ensure configuration sanity, and abort the boot process.

- `Overwrite` — Overwrite existing gEfiSmbiosTableGuid and gEfiSmbiosTable3Guid data if it fits new size. Abort with unspecified state otherwise.
- `Custom` — Write first SMBIOS table (`gEfiSmbiosTableGuid`) to `gOcCustomSmbiosTableGuid` to workaround firmwares overwriting SMBIOS contents at ExitBootServices. Otherwise equivalent to `Create`. Requires patching AppleSmbios.kext and AppleACPIPlatform.kext to read from another GUID: `"EB9D2D31"` - `"EB9D2D35"` (in ASCII), done automatically by `CustomSMBIOSGuid` quirk.

6. `Generic`
   Type: plist dictonary
   Optional: When `Automatic` is `false`
   Description: Update all fields. This section is read only when `Automatic` is active.

7. `DataHub`
   Type: plist dictonary
   Optional: When `Automatic` is `true`
   Description: Update Data Hub fields. This section is read only when `Automatic` is not active.

8. `PlatformNVRAM`
   Type: plist dictonary
   Optional: When `Automatic` is `true`
   Description: Update platform NVRAM fields. This section is read only when `Automatic` is not active.

9. `SMBIOS`
   Type: plist dictonary
   Optional: When `Automatic` is `true`
   Description: Update SMBIOS fields. This section is read only when `Automatic` is not active.

10.2 Generic Properties

1. `SpoofVendor`
   Type: plist boolean
   Failsafe: false
   Description: Sets SMBIOS vendor fields to `Acidanthera`.

   It is dangerous to use Apple in SMBIOS vendor fields for reasons given in `SystemManufacturer` description. However, certain firmwares may not provide valid values otherwise, which could break some software.

2. ~~SupportsCsm~~AdviseWindows
   Type: plist boolean
   Failsafe: false
   Description: Forces ~~CSM~~ Windows support in `FirmwareFeatures`.

   Added bits to `FirmwareFeatures`:

   - `FW_FEATURE_SUPPORTS_CSM_LEGACY_MODE (0x1)` Without this bit it is not possible to reboot to Windows installed on a drive with EFI partition being not the first partition on the disk.

   - `FW_FEATURE_SUPPORTS_UEFI_WINDOWS_BOOT (0x20000000)` Without this bit it is not possible to reboot to Windows installed on a drive with EFI partition being the first partition on the disk.

   ~~*Note*: This was enabled unconditionally in older OpenCore versions.~~

3. `SystemProductName`
   Type: plist string
   Failsafe: MacPro6,1
   Description: Refer to SMBIOS `SystemProductName`.

4. `SystemSerialNumber`
   Type: plist string
   Failsafe: OPENCORE_SN1
   Description: Refer to SMBIOS `SystemSerialNumber`.

5. `SystemUUID`
   Type: plist string, GUID

11 UEFI

11.1 Introduction

UEFI (Unified Extensible Firmware Interface) is a specification that defines a software interface between an operating system and platform firmware. This section allows to load additional UEFI modules and/or apply tweaks for the onboard firmware. To inspect firmware contents, apply modifications and perform upgrades UEFITool and supplementary utilities can be used.

11.2 Properties

1. `ConnectDrivers`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Perform UEFI controller connection after driver loading.

   This option is useful for loading filesystem drivers, which usually follow UEFI driver model, and may not start by themselves. While effective, this option may not be necessary for drivers performing automatic connection, and may slightly slowdown the boot.

   Note: Some firmwares, made by Apple in particular, only connect the boot drive to speedup the boot process. Enable this option to be able to see all the boot options when having multiple drives.

2. `Drivers`
   Type: `plist array`
   Failsafe: None
   Description: Load selected drivers from `OC/Drivers` directory.

   Designed to be filled with string filenames meant to be loaded as UEFI drivers. Depending on the firmware a different set of drivers may be required. Loading an incompatible driver may lead your system to unbootable state or even cause permanent firmware damage. Some of the known drivers include:

   - `ApfsDriverLoader` — APFS file system bootstrap driver adding the support of embedded APFS drivers in bootable APFS containers in UEFI firmwares.
   - `FwRuntimeServices` — `OC_FIRMWARE_RUNTIME` protocol implementation that increases the security of Open-Core and Lilu by supporting read-only and write-only NVRAM variables. Some quirks, like `RequestBootVarRouting`, require this driver for proper function. Due to the nature of being a runtime driver, i.e. functioning in parallel with the target operating system, it cannot be implemented within OpenCore itself, but is bundled with OpenCore releases.
   - `EnhancedFatDxe` — FAT filesystem driver from `FatPkg`. This driver is embedded in all UEFI firmwares, and cannot be used from OpenCore. It is known that multiple firmwares have a bug in their FAT support implementation, which leads to corrupted filesystems on write attempt. Embedding this driver within the firmware may be required in case writing to EFI partition is needed during the boot process.
   - `NvmExpressDxe` — NVMe support driver from `MdeModulePkg`. This driver is included in most firmwares starting with Broadwell generation. For Haswell and earlier embedding it within the firmware may be more favourable in case a NVMe SSD drive is installed.
   - `AppleUsbKbDxe` — USB keyboard driver adding the support of `AppleKeyMapAggregator` protocols on top of a custom USB keyboard driver implementation. This is an alternative to builtin `KeySupport`, which may work better or worse depending on the firmware.
   - `VBoxHfs` — HFS file system driver with bless support. This driver is an alternative to a closed source `HFSPlus` driver commonly found in Apple firmwares. While it is feature complete, it is approximately 3 times slower and is yet to undergo a security audit.
   - `XhciDxe` — XHCI USB controller support driver from `MdeModulePkg`. This driver is included in most firmwares starting with Sandy Bridge generation. For earlier firmwares or legacy systems it may be used to support external USB 3.0 PCI cards.

   To compile the drivers from UDK (EDK II) use the same command you do normally use for OpenCore compilation, but choose a corresponding package:

```
git clone https://github.com/acidanthera/audk UDK
cd UDK
```

```
source edksetup.sh
make -C BaseTools
build -a X64 -b RELEASE -t XCODE5 -p FatPkg/FatPkg.dsc
build -a X64 -b RELEASE -t XCODE5 -p MdeModulePkg/MdeModulePkg.dsc
```

3. `Input`
   Type: plist dict
   Failsafe: None
   Description: Apply individual settings designed for input (keyboard and mouse) in Input Properties section below.

4. `Protocols`
   Type: plist dict
   Failsafe: None
   Description: Force builtin versions of select protocols described in Protocols Properties section below.

   Note: all protocol instances are installed prior to driver loading.

5. `Quirks`
   Type: plist dict
   Failsafe: None
   Description: Apply individual firmware quirks described in Quirks Properties section below.

11.3   Input Properties

1. `KeyForgetThreshold`
   Type: plist integer
   Failsafe: 0
   Description: Remove key unless it was submitted during this timeout in milliseconds.

   `AppleKeyMapAggregator` protocol is supposed to contain a fixed length buffer of currently pressed keys. However, the majority of the drivers only report key presses as interrupts and pressing and holding the key on the keyboard results in subsequent submissions of this key with some defined time interval. As a result we use a timeout to remove once pressed keys from the buffer once the timeout expires and no new submission of this key happened.

   This option allows to set this timeout based on your platform. The recommended value that works on the majority of the platforms is 5 milliseconds. For reference, holding one key on VMware will repeat it roughly every 2 milliseconds and the same value for APTIO V is 3-4 milliseconds. Thus it is possible to set a slightly lower value on faster platforms and slightly higher value on slower platforms for more responsive input.

2. `KeyMergeThreshold`
   Type: plist integer
   Failsafe: 0
   Description: Assume simultaneous combination for keys submitted within this timeout in milliseconds.

   Similarly to `KeyForgetThreshold`, this option works around the sequential nature of key submission. To be able to recognise simultaneously pressed keys in the situation when all keys arrive sequentially, we are required to set a timeout within which we assume the keys were pressed together.

   Holding multiple keys results in reports every 2 and 1 milliseconds for VMware and APTIO V respectively. Pressing keys one after the other results in delays of at least 6 and 10 milliseconds for the same platforms. The recommended value for this option is 2 milliseconds, but it may be decreased for faster platforms and increased for slower.

3. `KeySupport`
   Type: plist boolean
   Failsafe: false
   Description: Enable internal keyboard input translation to `AppleKeyMapAggregator` protocol.

   This option activates the internal keyboard interceptor driver, based on `AppleGenericInput` aka (~~AptioIntputFix~~ AptioInput) to fill `AppleKeyMapAggregator` database for input functioning. In case a separate driver is used, such as `AppleUsbKbDxe`, this option should never be enabled.

4. `KeySupportMode`
   Type: `plist string`
   Failsafe: empty string
   Description: Set internal keyboard input translation to `AppleKeyMapAggregator` protocol mode.

   - `Auto` — Performs automatic choice as available with the following preference: `AMI`, `V2`, `V1`.
   - `V1` — Uses UEFI standard legacy input protocol `EFI_SIMPLE_TEXT_INPUT_PROTOCOL`.
   - `V2` — Uses UEFI standard modern input protocol `EFI_SIMPLE_TEXT_INPUT_EX_PROTOCOL`.
   - `AMI` — Uses APTIO input protocol `AMI_EFIKEYCODE_PROTOCOL`.

5. `KeySwap`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Swap `Command` and `Option` keys during submission.

   This option may be useful for keyboard layouts with `Option` key situated to the right of `Command` key.

6. `PointerSupport`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Enable internal pointer driver.

   This option implements standard UEFI pointer protocol (`EFI_SIMPLE_POINTER_PROTOCOL`) through select OEM protocols. The option may be useful on Z87 ASUS boards, where `EFI_SIMPLE_POINTER_PROTOCOL` is broken.

7. `PointerSupportMode`
   Type: `plist string`
   Failsafe: empty string
   Description: Set OEM protocol used for internal pointer driver.

   Currently the only supported variant is `ASUS`, using specialised protocol available on select Z87 and Z97 ASUS boards. More details can be found in `LongSoft/UefiTool#116`.

8. `TimerResolution`
   Type: `plist integer`
   Failsafe: `0`
   Description: Set architecture timer resolution.

   This option allows to update firmware architecture timer period with the specified value in `100` nanosecond units. Setting a lower value generally improves performance and responsiveness of the interface and input handling.

   The recommended value is `50000` (5 milliseconds) or slightly higher. Select ASUS Z87 boards use `60000` for the interface. Apple boards use `100000`. You may leave it as `0` in case there are issues.

11.4   Protocols Properties

1. `AppleBootPolicy`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Reinstalls Apple Boot Policy protocol with a builtin version. This may be used to ensure APFS compatibility on VMs or legacy Macs.

   Note: Some Macs, namely `MacPro5,1`, do have APFS compatibility, but their Apple Boot Policy protocol contains recovery detection issues, thus using this option is advised on them as well.

2. `AppleEvent`
   Type: `plist boolean`
   Failsafe: `false`
   Description: Reinstalls Apple Event protocol with a builtin version. This may be used to ensure File Vault 2 compatibility on VMs or legacy Macs.

3. `AppleImageConversion`
   Type: `plist boolean`

Note: `ConsoleControl` may need to be set to `true` for this to work.

7. `ProvideConsoleGop`
   Type: plist boolean
   Failsafe: `false`
   Description: ~~macOS bootloader requires~~ Ensure GOP (Graphics Output Protocol) on console handle.

   macOS bootloader requires GOP to be present on console handle, yet the exact location of GOP is not covered by the UEFI specification. This option will ~~install it if missing~~ ensure GOP is installed on console handle if it is present.

   Note: This option will also replace broken GOP protocol on console handle, which may be the case on `MacPro5,1` with newer GPUs.

8. `ReconnectOnResChange`
   Type: plist boolean
   Failsafe: `false`
   Description: Reconnect console controllers after changing screen resolution.

   On some firmwares when screen resolution is changed via GOP, it is required to reconnect the controllers, which produce the console protocols (simple text out). Otherwise they will not produce text based on the new resolution.

   Note: On several boards this logic may result in black screen when launching OpenCore from Shell and thus it is optional. In versions prior to 0.5.2 this option was mandatory and not configurable. Please do not use this unless required.

9. `ReleaseUsbOwnership`
   Type: plist boolean
   Failsafe: `false`
   Description: Attempt to detach USB controller ownership from the firmware driver. While most firmwares manage to properly do that, or at least have an option for, select firmwares do not. As a result, operating system may freeze upon boot. Not recommended unless required.

10. `RequestBootVarFallback`
    Type: plist boolean
    Failsafe: `false`
    Description: Request fallback of some `Boot` prefixed variables from `OC_VENDOR_VARIABLE_GUID` to `EFI_GLOBAL_VARIABLE_GUID`.

    This quirk requires `RequestBootVarRouting` to be enabled and therefore `OC_FIRMWARE_RUNTIME` protocol implemented in `FwRuntimeServices.efi`.

    By redirecting `Boot` prefixed variables to a separate GUID namespace we achieve multiple goals:

    - Operating systems are jailed and only controlled by OpenCore boot environment to enhance security.
    - Operating systems do not mess with OpenCore boot priority, and guarantee fluent updates and hibernation wakes for cases that require reboots with OpenCore in the middle.
    - Potentially incompatible boot entries, such as macOS entries, are not deleted or anyhow corrupted.

    However, some firmwares do their own boot option scanning upon startup by checking file presence on the available disks. Quite often this scanning includes non-standard locations, such as Windows Bootloader paths. Normally it is not an issue, but some firmwares, ASUS firmwares on APTIO V in particular, have bugs. For them scanning is implemented improperly, and firmware preferences may get accidentally corrupted due to `BootOrder` entry duplication (each option will be added twice) making it impossible to boot without cleaning NVRAM.

    To trigger the bug one should have some valid boot options (e.g. OpenCore) and then install Windows with `RequestBootVarRouting` enabled. As Windows bootloader option will not be created by Windows installer, the firmware will attempt to create it itself, and then corrupt its boot option list.

    This quirk forwards all UEFI specification valid boot options, that are not related to macOS, to the firmware into `BootF###` and `BootOrder` variables upon write. As the entries are added to the end of `BootOrder`, this does not break boot priority, but ensures that the firmware does not try to append a new option on its own after Windows installation for instance.

- Logging is enabled (1) and shown onscreen (2): `Misc` → `Debug` → `Target` = 3.
- Logged messages from at least `DEBUG_ERROR` (`0x80000000`), `DEBUG_WARN` (`0x00000002`), and `DEBUG_INFO` (`0x00000040`) levels are visible onscreen: `Misc` → `Debug` → `DisplayLevel` = `0x80000042`.
- Critical error messages, like `DEBUG_ERROR`, stop booting: `Misc` → `Security` → `HaltLevel` = `0x80000000`.
- Watch Dog is disabled to prevent automatic reboot: `Misc` → `Debug` → `DisableWatchDog` = `true`.
- Boot Picker (entry selector) is enabled: `Misc` → `Boot` → `ShowPicker` = `true`.

If there is no obvious error, check the available hacks in `Quirks` sections one by one. For early boot troubleshooting, for instance, when OpenCore menu does not appear, using UEFI Shell may help to see early debug messages.

2. **How to customise boot entries?**

OpenCore follows standard Apple Bless model and extracts the entry name from `.contentDetails` and `.disk_label.contentDetails` files in the booter directory if present. These files contain an ASCII string with an entry title, which may then be customised by the user.

3. **How to choose the default boot entry?**

OpenCore uses the primary UEFI boot option to select the default entry. This choice can be altered from UEFI Setup, with the macOS Startup Disk preference, or the Windows Boot Camp Control Panel. Since choosing OpenCore's `BOOTx64.EFI` as a primary boot option limits this functionality in addition to several firmwares deleting incompatible boot options, potentially including those created by macOS, you are strongly encouraged to use the `RequestBootVarRouting` quirk, which will preserve your selection made in the operating system within the OpenCore variable space. Note, that `RequestBootVarRouting` requires a separate driver for functioning.

4. **What is the simplest way to install macOS?**

Copy online recovery image (`*.dmg` and `*.chunklist` files) to `com.apple.recovery.boot` directory on a FAT32 partition with OpenCore. Load OpenCore Boot Picker and choose the entry, it will have a **(dmg)** suffix. Custom name may be created by providing `.contentDetails` file.

To download recovery online you may use macrecovery.py tool from MacInfoPkg.

For offline installation refer to How to create a bootable installer for macOS article. Apart from App Store and `softwareupdate` utility there also are third-party tools to download an offline image.

5. **Why do online recovery images (`*.dmg`) fail to load?**

This may be caused by missing HFS+ driver, as all presently known recovery volumes have HFS+ filesystem. Another cause may be buggy firmware allocator, which can be worked around with `AvoidHighAlloc` UEFI quirk.

6. **Can I use this on Apple hardware or virtual machines?**

Sure, most relatively modern Mac models including `MacPro5,1` and virtual machines are fully supported. Even though there are little to none specific details relevant to Mac hardware, some ongoing instructions can be found in acidanthera/bugtracker#377.

7. **Why do Find&Replace patches must equal in length?**

For machine code (x86 code) it is not possible to do differently sized replacements due to relative addressing. For ACPI code this is risky, and is technically equivalent to ACPI table replacement, thus not implemented. More detailed explanation can be found on AppleLife.ru.

8. **How can I migrate from `AptioMemoryFix`?**

Behaviour similar to that of `AptioMemoryFix` can be obtained by installing `FwRuntimeServices` driver and enabling the quirks listed below. Please note, that most of these are not necessary to be enabled. Refer to their individual descriptions in this document for more details.

- `ProvideConsoleGop` (UEFI quirk)
- `AvoidRuntimeDefrag`
- `DiscardHibernateMap`
- `EnableSafeModeSlide`
- `EnableWriteUnprotector`
- `ForceExitBootServices`
- `ProtectCsmRegion`