

# **OpenCore**

Reference Manual (0.0.4)

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# Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Known defects . . . . .	3
<b>2</b>	<b>Generic Terms</b>	<b>4</b>
<b>3</b>	<b>Overview</b>	<b>5</b>
3.1	Configuration Terms . . . . .	5
3.2	Configuration Processing . . . . .	5
3.3	Configuration Structure . . . . .	6
3.4	Directory Structure . . . . .	6
3.5	Installation and Upgrade . . . . .	7
3.6	Contribution . . . . .	8
<b>4</b>	<b>ACPI</b>	<b>10</b>
4.1	Introduction . . . . .	10
4.2	Properties . . . . .	10
4.3	Add Properties . . . . .	10
4.4	Block Properties . . . . .	11
4.5	Patch Properties . . . . .	11
4.6	Quirks Properties . . . . .	12
<b>5</b>	<b>DeviceProperties</b>	<b>14</b>
5.1	Introduction . . . . .	14
5.2	Properties . . . . .	14
5.3	Common Properties . . . . .	14
<b>6</b>	<b>Kernel</b>	<b>15</b>
6.1	Introduction . . . . .	15
6.2	Properties . . . . .	15
6.3	Add Properties . . . . .	15
6.4	Block Properties . . . . .	16
6.5	Emulate Properties . . . . .	16
6.6	Patch Properties . . . . .	16
6.7	Quirks Properties . . . . .	17
<b>7</b>	<b>Misc</b>	<b>20</b>
7.1	Introduction . . . . .	20
7.2	Properties . . . . .	20
7.3	Boot Properties . . . . .	20
7.4	Debug Properties . . . . .	22
7.5	Security Properties . . . . .	23
7.6	Tools Properties . . . . .	25
<b>8</b>	<b>NVRAM</b>	<b>26</b>
8.1	Introduction . . . . .	26
8.2	Properties . . . . .	26
8.3	Mandatory Variables . . . . .	27
8.4	Recommended Variables . . . . .	27
8.5	Other Variables . . . . .	27
<b>9</b>	<b>PlatformInfo</b>	<b>29</b>
9.1	Properties . . . . .	29
9.2	Generic Properties . . . . .	30
9.3	DataHub Properties . . . . .	31
9.4	PlatformNVRAM Properties . . . . .	32
9.5	SMBIOS Properties . . . . .	33

<b>10 UEFI</b>	<b>37</b>
10.1 Introduction . . . . .	37
10.2 Properties . . . . .	37
10.3 Protocols Properties . . . . .	38
10.4 Quirks Properties . . . . .	38
<b>11 Troubleshooting</b>	<b>40</b>
11.1 Windows support . . . . .	40
11.2 Tips and Tricks . . . . .	41

# **1 Introduction**

This document provides information on OpenCore user configuration file format used to setup the correct functioning of macOS operating system.

## **1.1 Known defects**

For OpenCore issues please refer to Acidanthera Bugtracker.

## 2 Generic Terms

- **plist** — Subset of ASCII Property List format written in XML, also known as XML plist format version 1. Uniform Type Identifier (UTI): `com.apple.property-list`. Plists consist of **plist objects**, which are combined to form a hierarchical structure. Due to plist format not being well-defined, all the definitions of this document may only be applied after plist is considered valid by running `plutil -lint`. External references: <https://www.apple.com/DTDs/PropertyList-1.0.dtd>, man `plutil`.
- **plist type** — plist collections (**plist array**, **plist dictionary**, **plist key**) and primitives (**plist string**, **plist data**, **plist date**, **plist boolean**, **plist integer**, **plist real**).
- **plist object** — definite realisation of **plist type**, which may be interpreted as value.
- **plist array** — array-like collection, conforms to **array**. Consists of zero or more **plist objects**.
- **plist dictionary** — map-like (associative array) collection, conforms to **dict**. Consists of zero or more **plist keys**.
- **plist key** — contains one **plist object** going by the name of **plist key**, conforms to **key**. Consists of printable 7-bit ASCII characters.
- **plist string** — printable 7-bit ASCII string, conforms to **string**.
- **plist data** — base64-encoded blob, conforms to **data**.
- **plist date** — ISO-8601 date, conforms to **date**, unsupported.
- **plist boolean** — logical state object, which is either true (1) or false (0), conforms to **true** and **false**.
- **plist integer** — possibly signed integer number in base 10, conforms to **integer**. Fits in 64-bit unsigned integer in two's complement representation, unless a smaller signed or unsigned integral type is explicitly mentioned in specific **plist object** description.
- **plist real** — floating point number, conforms to **real**, unsupported.
- **plist metadata** — value cast to data by the implementation. Permits passing **plist string**, in which case the result is represented by a null-terminated sequence of bytes (aka C string), **plist integer**, in which case the result is represented by *32-bit* little endian sequence of bytes in two's complement representation, **plist boolean**, in which case the value is one byte: 01 for **true** and 00 for **false**, and **plist data** itself. All other types or larger integers invoke undefined behaviour.

## 3 Overview

### 3.1 Configuration Terms

- **OC config** — OpenCore Configuration file in **plist** format named **config.plist**. It has to provide extensible way to configure OpenCore and is structured to be separated into multiple named sections situated in the root **plist** dictionary. These sections are permitted to have **plist array** or **plist dictionary** types and are described in corresponding sections of this document.
- **valid key** — **plist key** object of **OC config** described in this document or its future revisions. Besides explicitly described **valid keys**, keys starting with **#** symbol (e.g. **#Hello**) are also considered **valid keys** and behave as comments, effectively discarding their value, which is still required to be a **valid plist object**. All other **plist keys** are not valid, and their presence yields to **undefined behaviour**.
- **valid value** — **valid plist object** of **OC config** described in this document that matches all the additional requirements in specific **plist object** description if any.
- **invalid value** — **valid plist object** of **OC config** described in this document that is of other **plist type**, does not conform to additional requirements found in specific **plist object** description (e.g. value range), or missing from the corresponding collection. **Invalid value** is read with or without an error message as any possible value of this **plist object** in an undetermined manner (i.e. the values may not be same across the reboots). Whilst reading an **invalid value** is equivalent to reading certain defined **valid value**, applying incompatible value to the host system may yield to **undefined behaviour**.
- **optional value** — **valid value** of **OC config** described in this document that reads in a certain defined manner provided in specific **plist object** description (instead of **invalid value**) when not present in **OC config**. All other cases of **invalid value** do still apply. Unless explicitly marked as **optional value**, any other value is required to be present and reads to **invalid value** if missing.
- **fatal behaviour** — behaviour leading to boot termination. Implementation must stop the boot process from going any further until next host system boot. It is allowed but not required to perform cold reboot or show any warning message.
- **undefined behaviour** — behaviour not prescribed by this document. Implementation is allowed to take any measures including but not limited to **fatal behaviour**, assuming any states or values, or ignoring, unless these measures negatively affect system security in general.

### 3.2 Configuration Processing

**OC config** is guaranteed to be processed at least once if it was found. Depending on OpenCore bootstrapping mechanism multiple **OC config** files may lead to reading any of them. No **OC Config** may be present on disk, in which case all the values read follow the rules of **invalid value** and **optional value**.

**OC config** has size, nesting, and key amount limitations. **OC config** size does not exceed 16 MBs. **OC config** has no more than 8 nesting levels. **OC config** has up to 16384 XML nodes (i.e. one **plist dictionary** item is counted as a pair of nodes) within each **plist object**.

Reading malformed **OC config** file leads to **undefined behaviour**. Examples of malformed **OC config** cover at least the following cases:

- files non-conformant to **plist DTD**
- files with unsupported or non-conformant **plist objects** found in this document
- files violating size, nesting, and key amount limitations

It is recommended but not required to abort loading malformed **OC config** and continue as if no **OC config** was present. For forward compatibility it is recommended but not required for the implementation to warn about the use of **invalid values**. Recommended practice of interpreting **invalid values** is to conform to the following convention where applicable:

Type	Value
<b>plist string</b>	Empty string ( <b>&lt;string&gt;&lt;/string&gt;</b> )
<b>plist data</b>	Empty data ( <b>&lt;data&gt;&lt;/data&gt;</b> )

Type	Value
<code>plist integer</code>	0 (<integer>0</integer>)
<code>plist boolean</code>	False (<false/>)
<code>plist tristate</code>	False (<false/>)

### 3.3 Configuration Structure

OC `config` is separated into following sections, which are described in separate sections of this document. By default it is tried to not enable anything and optionally provide kill switches with `Enable` property for `plist dict` entries. In general the configuration is written idiomatically to group similar actions in subsections:

- `Add` provides support for data addition.
- `Block` provides support for data removal or ignorance.
- `Patch` provides support for data modification.
- `Quirks` provides support for specific hacks.

Root configuration entries consist of the following:

- `ACPI`
- `DeviceProperties`
- `Kernel`
- `Misc`
- `NVRAM`
- `PlatformInfo`
- `UEFI`

*Note:* Currently most properties try to have defined values even if not specified in the configuration for safety reasons. This behaviour should not be relied upon, and all fields must be properly specified in the configuration.

### 3.4 Directory Structure

When directory boot is used the directory structure used should follow the description on Directory Structure figure. Available entries include:

- `B00Tx64.efi`  
Initial booter, which loads `OpenCore.efi` unless it was already started as a driver.
- `ACPI`  
Directory used for storing supplemental ACPI information for `ACPI` section.
- `Drivers`  
Directory used for storing supplemental UEFI drivers for `UEFI` section.
- `Kexts`  
Directory used for storing supplemental kernel information for `Kernel` section.
- `Tools`  
Directory used for storing supplemental tools.
- `OpenCore.efi`  
Main booter driver responsible for operating system loading.
- `vault.plist`  
Hashes for all files potentially loadable by OC `Config`.
- `config.plist`  
OC `Config`.
- `vault.sig`  
Signature for `vault.plist`.
- `nvr.am.plist`  
OpenCore variable import file.
- `opencore.log`  
OpenCore log file.

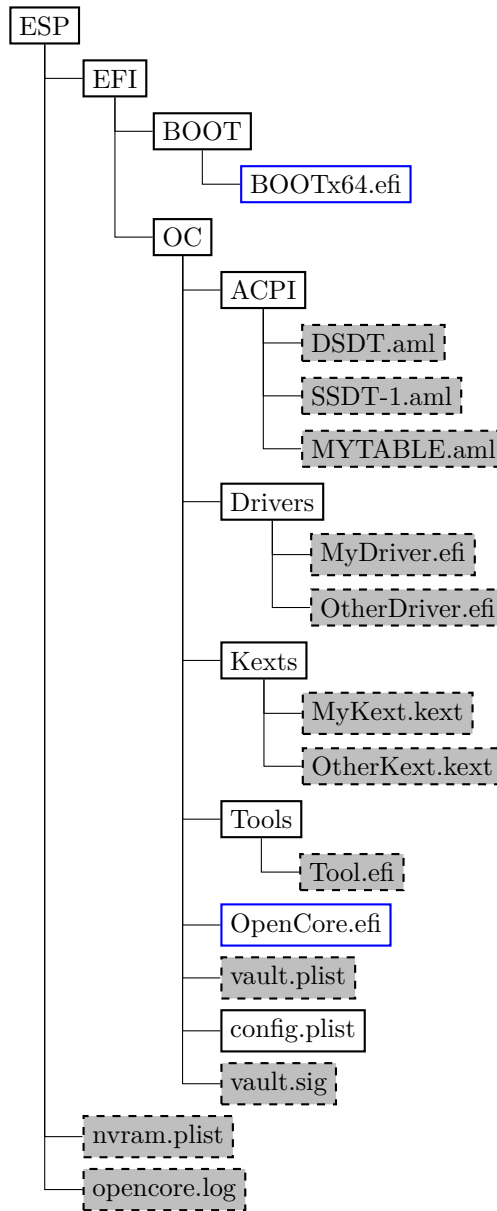


Figure 1. Directory Structure

### 3.5 Installation and Upgrade

To install OpenCore reflect the Configuration Structure described in the previous section on a EFI volume of a GPT partition. While corresponding sections of this document do provide some information in regards to external resources like ACPI tables, UEFI drivers, or kernel extensions (kexts), completeness of the matter is out of the scope of this document. Information about kernel extensions may be found in a separate Kext List document available in OpenCore repository. Vaulting information is provided in Security Properties section of this document.

**OC config**, just like any property lists can be edited with any stock textual editor (e.g. nano, vim), but specialised software may provide better experience. On macOS the preferred GUI application is Xcode. For a lightweight cross-platform and open-source alternative ProperTree editor can be utilised.

For BIOS booting a third-party UEFI environment provider will have to be used. **DuetPkg** is one of the known UEFI environment providers for legacy systems. To run OpenCore on such a legacy system you can install **DuetPkg** with a dedicated tool: BootInstall.

For upgrade purposes refer to **Differences.pdf** document, providing the information about the changes affecting the configuration compared to the previous release, and **Changelog.md** document, containing the list of modifications across all published updates.



### 3.6 Contribution

OpenCore can be compiled as an ordinary EDK II. Since UDK development was abandoned by TianoCore, OpenCore requires the use of EDK II Stable. Currently supported EDK II release (potentially with patches enhancing the experience) is hosted in acidanthera/audk.

The only officially supported toolchain is XCODE5. Other toolchains might work, but are neither supported, nor recommended. Contribution of clean patches is welcome. Please do follow EDK II C Codestyle.

Required external package dependencies include EfiPkg, MacInfoPkg, and OcSupportPkg.

To compile with XCODE5, besides Xcode, one should also install NASM and MTOC. The latest Xcode version is recommended for use despite the toolchain name. Example command sequence may look as follows:

---

```
git clone https://github.com/acidanthera/audk UDK
cd UDK
git clone https://github.com/acidanthera/EfiPkg
git clone https://github.com/acidanthera/MacInfoPkg
git clone https://github.com/acidanthera/OcSupportPkg
git clone https://github.com/acidanthera/OpenCorePkg
source edksetup.sh
make -C BaseTools
build -a X64 -b RELEASE -t XCODE5 -p OpenCorePkg/OpenCorePkg.dsc
```

---

Listing 1: Compilation Commands

NOOPT or DEBUG build modes instead of RELEASE can produce a lot more debug output. With NOOPT source level debugging with GDB or IDA Pro is also available. For GDB check OcSupport Debug page. For IDA Pro you will need IDA Pro 7.3 or newer.

For IDE usage Xcode projects are available in the root of the repositories. Another approach could be Sublime Text with EasyClangComplete plugin. Add .clang\_complete file with similar content to your UDK root:

---

```
-I/UefiPackages/MdePkg
-I/UefiPackages/MdePkg/Include
-I/UefiPackages/MdePkg/Include/X64
-I/UefiPackages/EfiPkg
-I/UefiPackages/EfiPkg/Include
-I/UefiPackages/EfiPkg/Include/X64
-I/UefiPackages/AptioFixPkg/Include
-I/UefiPackages/AppleSupportPkg/Include
-I/UefiPackages/OpenCorePkg/Include
-I/UefiPackages/OcSupportPkg/Include
-I/UefiPackages/MacInfoPkg/Include
-I/UefiPackages/UefiCpuPkg/Include
-IInclude
-include
/UefiPackages/MdePkg/Include/Uefi.h
-fshort-wchar
-Wall
-Wextra
-Wno-unused-parameter
-Wno-missing-braces
-Wno-missing-field-initializers
-Wno-tautological-compare
-Wno-sign-compare
-Wno-varargs
-Wno-unused-const-variable
```

---

Listing 2: ECC Configuration

**Warning:** Tool developers modifying `config.plist` or any other OpenCore files must ensure that their tool checks for `opencore-version` NVRAM variable (see Debug Properties section below) and warn the user if the version listed is unsupported or prerelease. OpenCore configuration may change across the releases and the tool shall ensure that it carefully follows this document. Failure to do so may result in this tool to be considered as malware and blocked with all possible means.

## 4 ACPI

### 4.1 Introduction

ACPI (Advanced Configuration and Power Interface) is an open standard to discover and configure computer hardware. ACPI specification defines the standard tables (e.g. `DSDT`, `SSDT`, `FACS`, `DMAR`) and various methods (e.g. `_DSM`, `_PWR`) for implementation. Modern hardware needs little changes to maintain ACPI compatibility, yet some of those are provided as a part of OpenCore.

To compile and disassemble ACPI tables iASL compiler can be used developed by ACPICA. GUI front-end to iASL compiler can be downloaded from Acidanthera/MaciASL.

### 4.2 Properties

1. Add

**Type:** `plist array`

**Failsafe:** Empty

**Description:** Load selected tables from `OC/ACPI` directory.

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

2. Block

**Type:** `plist array`

**Failsafe:** Empty

**Description:** Remove selected tables from ACPI stack.

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

3. Patch

**Type:** `plist array`

**Failsafe:** Empty

**Description:** Perform binary patches in ACPI tables before table addition or removal.

Designed to be filled with `plist dictionary` values describing each patch entry. See Patch Properties section below.

4. Quirks

**Type:** `plist dict`

**Description:** Apply individual ACPI quirks described in Quirks Properties section below.

### 4.3 Add Properties

1. Comment

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.

2. Enabled

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** This ACPI table will not be added unless set to `true`.

3. Path

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** File paths meant to be loaded as ACPI tables. Example values include `DSDT.aml`, `SubDir/SSDT-8.aml`, `SSDT-USBX.aml`, etc.

ACPI table load order follows the item order in the array. All ACPI tables load from `OC/ACPI` directory.

**Note:** All tables but tables with `DSDT` table identifier (determined by parsing data not by filename) insert new tables into ACPI stack. `DSDT`, unlike the rest, performs replacement of `DSDT` table.

## 4.4 Block Properties

1. All  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** If set to **true**, all ACPI tables matching the condition will be dropped. Otherwise only first matched table.
2. Comment  
**Type:** plist string  
**Failsafe:** Empty string  
**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.
3. Enabled  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This ACPI table will not be removed unless set to **true**.
4. OemTableId  
**Type:** plist data, 8 bytes  
**Failsafe:** All zero  
**Description:** Match table OEM ID to be equal to this value unless all zero.
5. TableLength  
**Type:** plist integer  
**Failsafe:** 0  
**Description:** Match table size to be equal to this value unless 0.
6. TableSignature  
**Type:** plist data, 4 bytes  
**Failsafe:** All zero  
**Description:** Match table signature to be equal to this value unless all zero.

## 4.5 Patch Properties

1. Comment  
**Type:** plist string  
**Failsafe:** Empty string  
**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.
2. Count  
**Type:** plist integer  
**Failsafe:** 0  
**Description:** Number of patch occurrences to apply. 0 applies the patch to all occurrences found.
3. Enabled  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This ACPI patch will not be used unless set to **true**.
4. Find  
**Type:** plist data  
**Failsafe:** Empty data  
**Description:** Data to find. Must equal to **Replace** in size.
5. Limit  
**Type:** plist integer  
**Failsafe:** 0  
**Description:** Maximum number of bytes to search for. Can be set to 0 to look through the whole ACPI table.

6. Mask  
**Type:** plist data  
**Failsafe:** Empty data  
**Description:** Data bitwise mask used during find comparison. Allows fuzzy search by ignoring not masked (set to zero) bits. Can be set to empty data to be ignored. Must equal to **Replace** in size otherwise.
7. OemTableId  
**Type:** plist data, 8 bytes  
**Failsafe:** All zero  
**Description:** Match table OEM ID to be equal to this value unless all zero.
8. Replace  
**Type:** plist data  
**Failsafe:** Empty data  
**Description:** Replacement data of one or more bytes.
9. ReplaceMask  
**Type:** plist data  
**Failsafe:** Empty data  
**Description:** Data bitwise mask used during replacement. Allows fuzzy replacement by updating masked (set to non-zero) bits. Can be set to empty data to be ignored. Must equal to **Replace** in size otherwise.
10. Skip  
**Type:** plist integer  
**Failsafe:** 0  
**Description:** Number of found occurrences to be skipped before replacement is done.
11. TableLength  
**Type:** plist integer  
**Failsafe:** 0  
**Description:** Match table size to be equal to this value unless 0.
12. TableSignature  
**Type:** textttplist data, 4 bytes  
**Failsafe:** All zero  
**Description:** Match table signature to be equal to this value unless all zero.

In the majority of the cases ACPI patches are not useful and harmful:

- Avoid renaming devices with ACPI patches. This may fail or perform improper renaming of unrelated devices (e.g. EC and EC0), be unnecessary, or even fail to rename devices in select tables. For ACPI consistency it is much safer to rename devices at I/O Registry level, as done by WhateverGreen.
- Avoid patching `_OSI` to support a higher level of feature sets unless absolutely required. Commonly this enables a number of hacks on APTIO firmwares, which result in the need to add more patches. Modern firmwares generally do not need it at all, and those that do are fine with much smaller patches.
- Try to avoid hacky changes like renaming `_PWR` or `_DSM` whenever possible.

Several cases, where patching actually does make sense, include:

- Refreshing HPET (or another device) method header to avoid compatibility checks by `_OSI` on legacy hardware. `_STA` method with `if ((OSFL () == Zero)) { If (HPTE) ... Return (Zero)` content may be forced to always return 0xF by replacing `A0 10 93 4F 53 46 4C 00` with `A4 0A 0F A3 A3 A3 A3`.
- To provide custom method implementation with in an SSDT, for instance, to report functional key presses on a laptop, the original method can be replaced with a dummy name by patching `_Q11` with `XQ11`.

Tianocore AcpiAml.h source file may help understanding ACPI opcodes.

## 4.6 Quirks Properties

1. FadtEnableReset  
**Type:** plist boolean

**Failsafe:** false

**Description:** Provide reset register and flag in FADT table to enable reboot and shutdown on legacy hardware. Not recommended unless required.

2. **NormalizeHeaders**

**Type:** plist boolean

**Failsafe:** false

**Description:** Cleanup ACPI header fields to workaround macOS ACPI implementation bug causing boot crashes. Reference: Debugging AppleACPIPlatform on 10.13 by Alex James aka theracermaster. The issue is fixed in macOS Mojave (10.14).

3. **RebaseRegions**

**Type:** plist boolean

**Failsafe:** false

**Description:** Attempt to heuristically relocate ACPI memory regions. Not recommended.

ACPI tables are often generated dynamically by underlying firmware implementation. Among the position-independent code, ACPI tables may contain physical addresses of MMIO areas used for device configuration, usually grouped in regions (e.g. **OperationRegion**). Changing firmware settings or hardware configuration, upgrading or patching the firmware inevitably leads to changes in dynamically generated ACPI code, which sometimes lead to the shift of the addresses in aforementioned **OperationRegion** constructions.

For this reason it is very dangerous to apply any kind of modifications to ACPI tables. The most reasonable approach is to make as few as possible changes to ACPI and try to not replace any tables, especially DSDT. When this is not possible, then at least attempt to ensure that custom DSDT is based on the most recent DSDT or remove writes and reads for the affected areas.

When nothing else helps this option could be tried to avoid stalls at **PCI Configuration Begin** phase of macOS booting by attempting to fix the ACPI addresses. It does not do magic, and only works with most common cases. Do not use unless absolutely required.

4. **ResetHwSig**

**Type:** plist boolean

**Failsafe:** false

**Description:** Reset FACS table **HardwareSignature** value to 0.

This works around firmwares that fail to maintain hardware signature across the reboots and cause issues with waking from hibernation.

5. **ResetLogoStatus**

**Type:** plist boolean

**Failsafe:** false

**Description:** Reset BGRT table **Displayed** status field to **false**.

This works around firmwares that provide BGRT table but fail to handle screen updates afterwards.

## 5 DeviceProperties

### 5.1 Introduction

Device configuration is provided to macOS with a dedicated buffer, called `EfiDevicePropertyDatabase`. This buffer is a serialised map of DevicePaths to a map of property names and their values.

Property data can be debugged with `gfxutil`. To obtain current property data use the following command in macOS:

---

```
ioreg -lw0 -p IODeviceTree -n efi -r -x | grep device-properties |  
sed 's/.*<///;s/>.*///' > /tmp/device-properties.hex &&  
gfxutil /tmp/device-properties.hex /tmp/device-properties.plist &&  
cat /tmp/device-properties.plist
```

---

### 5.2 Properties

1. Add

**Type:** `plist dict`

**Description:** Sets device properties from a map (`plist dict`) of device paths to a map (`plist dict`) of variable names and their values in `plist metadata` format. Device paths must be provided in canonic string format (e.g. `PciRoot(0x0)/Pci(0x1,0x0)/Pci(0x0,0x0)`). Properties will only be set if not present and not blocked.

*Note:* Currently properties may only be (formerly) added by the original driver, so unless a separate driver was installed, there is no reason to block the variables.

2. Block

**Type:** `plist dict`

**Description:** Removes device properties from a map (`plist dict`) of device paths to an array (`plist array`) of variable names in `plist string` format.

### 5.3 Common Properties

Some known properties include:

- `device-id`  
User-specified device identifier used for I/O Kit matching. Has 4 byte data type.
- `vendor-id`  
User-specified vendor identifier used for I/O Kit matching. Has 4 byte data type.
- `AAPL,ig-platform-id`  
Intel GPU framebuffer identifier used for framebuffer selection on Ivy Bridge and newer. Has 4 byte data type.
- `AAPL,snb-platform-id`  
Intel GPU framebuffer identifier used for framebuffer selection on Sandy Bridge. Has 4 byte data type.
- `layout-id`  
Audio layout used for AppleHDA layout selection. Has 4 byte data type.

## 6 Kernel

### 6.1 Introduction

This section allows to apply different kinds of kernelspace modifications on Apple Kernel (XNU). The modifications currently provide driver (kext) injection, kernel and driver patching, and driver blocking.

### 6.2 Properties

1. Add

**Type:** plist array

**Failsafe:** Empty

**Description:** Load selected kernel drivers from `OC/Kexts` directory.

Designed to be filled with `plist dict` values, describing each driver. See Add Properties section below. Kernel driver load order follows the item order in the array, thus the dependencies should be written prior to their consumers.

2. Block

**Type:** plist array

**Failsafe:** Empty

**Description:** Remove selected kernel drivers from prelinked kernel.

Designed to be filled with `plist dictionary` values, describing each blocked driver. See Block Properties section below.

3. Emulate

**Type:** plist dict

**Description:** Emulate select hardware in kernelspace via parameters described in Emulate Properties section below.

4. Patch

**Type:** plist array

**Failsafe:** Empty

**Description:** Perform binary patches in kernel and drivers prior to driver addition and removal.

Designed to be filled with `plist dictionary` values, describing each patch. See Patch Properties section below.

5. Quirks

**Type:** plist dict

**Description:** Apply individual kernel and driver quirks described in Quirks Properties section below.

### 6.3 Add Properties

1. BundlePath

**Type:** plist string

**Failsafe:** Empty string

**Description:** Kext bundle path (e.g. `Lilu.kext` or `MyKext.kext/Contents/PlugIns/MySubKext.kext`).

2. Comment

**Type:** plist string

**Failsafe:** Empty string

**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.

3. Enabled

**Type:** plist boolean

**Failsafe:** false

**Description:** This kernel driver will not be added unless set to `true`.

4. ExecutablePath

**Type:** plist string



**Failsafe:** Empty string

**Description:** Kext executable path relative to bundle (e.g. `Contents/MacOS/Lilu`).

5. `MatchKernel`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Blocks kernel driver on selected macOS version only. The selection happens based on prefix match with the kernel version, i.e. `16.7.0` will match macOS 10.12.6 and `16.` will match any macOS 10.12.x version.

6. `PlistPath`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Kext `Info.plist` path relative to bundle (e.g. `Contents/Info.plist`).

## 6.4 Block Properties

1. `Comment`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.

2. `Enabled`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** This kernel driver will not be blocked unless set to `true`.

3. `Identifier`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Kext bundle identifier (e.g. `com.apple.driver.AppleTyMCEDriver`).

4. `MatchKernel`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Blocks kernel driver on selected macOS version only. The selection happens based on prefix match with the kernel version, i.e. `16.7.0` will match macOS 10.12.6 and `16.` will match any macOS 10.12.x version.

## 6.5 Emulate Properties

1. `Cpuid1Data`

**Type:** `plist data`, 16 bytes

**Failsafe:** All zero

**Description:** Sequence of `EAX`, `EBX`, `ECX`, `EDX` values in Little Endian order to replace `CPUID` (1) call in XNU kernel.

2. `Cpuid1Mask`

**Type:** `plist data`, 16 bytes

**Failsafe:** All zero

**Description:** Bit mask of active bits in `Cpuid1Data`. When each `Cpuid1Mask` is set to 0, the original CPU bit is used, otherwise .

## 6.6 Patch Properties

1. `Base`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Selects symbol-matched base for patch lookup (or immediate replacement) by obtaining the address of provided symbol name. Can be set to empty string to be ignored.

2. `Comment`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.

3. Count

**Type:** plist integer

**Failsafe:** 0

**Description:** Number of patch occurrences to apply. 0 applies the patch to all occurrences found.

4. Enabled

**Type:** plist boolean

**Failsafe:** false

**Description:** This kernel patch will not be used unless set to **true**.

5. Find

**Type:** plist data

**Failsafe:** Empty data

**Description:** Data to find. Can be set to empty for immediate replacement at **Base**. Must equal to **Replace** in size otherwise.

6. Identifier

**Type:** plist string

**Failsafe:** Empty string

**Description:** Kext bundle identifier (e.g. `com.apple.driver.AppleHDA`) or **kernel** for kernel patch.

7. Limit

**Type:** plist integer

**Failsafe:** 0

**Description:** Maximum number of bytes to search for. Can be set to 0 to look through the whole kext or kernel.

8. Mask

**Type:** plist data

**Failsafe:** Empty data

**Description:** Data bitwise mask used during find comparison. Allows fuzzy search by ignoring not masked (set to zero) bits. Can be set to empty data to be ignored. Must equal to **Replace** in size otherwise.

9. MatchKernel

**Type:** plist string

**Failsafe:** Empty string

**Description:** Adds kernel driver to selected macOS version only. The selection happens based on prefix match with the kernel version, i.e. `16.7.0` will match macOS 10.12.6 and `16.` will match any macOS 10.12.x version.

10. Replace

**Type:** plist data

**Failsafe:** Empty data

**Description:** Replacement data of one or more bytes.

11. ReplaceMask

**Type:** plist data

**Failsafe:** Empty data

**Description:** Data bitwise mask used during replacement. Allows fuzzy replacement by updating masked (set to non-zero) bits. Can be set to empty data to be ignored. Must equal to **Replace** in size otherwise.

12. Skip

**Type:** plist integer

**Failsafe:** 0

**Description:** Number of found occurrences to be skipped before replacement is done.

## 6.7 Quirks Properties

1. AppleCpuPmCfgLock

**Type:** plist boolean

**Failsafe:** false

**Description:** Disables `PKG_CST_CONFIG_CONTROL` (0xE2) MSR modification in `AppleIntelCPUPowerManagement.kext`, commonly causing early kernel panic, when it is locked from writing.

*Note:* This option should be avoided whenever possible. Modern firmwares provide `CFG Lock` setting, disabling which is much cleaner. More details about the issue can be found in `VerifyMsrE2` notes.

2. `AppleXcpmCfgLock`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Disables `PKG_CST_CONFIG_CONTROL` (0xE2) MSR modification in XNU kernel, commonly causing early kernel panic, when it is locked from writing (XCPM power management).

*Note:* This option should be avoided whenever possible. Modern firmwares provide `CFG Lock` setting, disabling which is much cleaner. More details about the issue can be found in `VerifyMsrE2` notes.

3. `AppleXcpmExtraMsrs`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Disables multiple MSR access critical for select CPUs, which have no native XCPM support.

This is normally used in conjunction with `Emulate` section on Haswell-E, Broadwell-E, Skylake-X, and similar CPUs. More details on the XCPM patches are outlined in `acidanthera/bugtracker#365`.

*Note:* Additional not provided patches will be required for Ivy Bridge or Pentium CPUs. It is recommended to use `AppleIntelCpuPowerManagement.kext` for the former.

4. `CustomSMBIOSGuid`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Performs GUID patching for `UpdateSMBIOSMode Custom` mode. Usually relevant for Dell laptops.

5. `DisableIoMapper`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Disables `IoMapper` support in XNU (VT-d), which may conflict with the firmware implementation.

*Note:* This option is a preferred alternative to dropping `DMAR` ACPI table and disabling VT-d in firmware preferences, which does not break VT-d support in other systems in case they need it.

6. `ExternalDiskIcons`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Apply icon type patches to `AppleAHCIPort.kext` to force internal disk icons for all AHCI disks.

*Note:* This option should be avoided whenever possible. Modern firmwares usually have compatible AHCI controllers.

7. `LapicKernelPanic`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Disables kernel panic on LAPIC interrupts.

8. `PanicNoKextDump`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Prevent kernel from printing kext dump in the panic log preventing from observing panic details. Affects 10.13 and above.

9. `ThirdPartyTrim`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Patch `IOAHCIBlockStorage.kext` to force TRIM command support on AHCI SSDs.

*Note:* This option should be avoided whenever possible. NVMe SSDs are compatible without the change. For AHCI SSDs on modern macOS version there is a dedicated built-in utility called `trimforce`.

10. XhciPortLimit

**Type:** plist boolean

**Failsafe:** false

**Description:** Patch various kexts (AppleUSBXHCI.kext, AppleUSBXHCIPCI.kext, IOUSBHostFamily.kext) to remove USB port count limit of 15 ports.

*Note:* This option should avoided whenever possible. USB port limit is imposed by the amount of used bits in locationID format and there is no possible way to workaround this without heavy OS modification. The only valid solution is to limit the amount of used ports to 15 (discarding some). More details can be found on AppleLife.ru.

## 7 Misc

### 7.1 Introduction

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

### 7.2 Properties

1. **Boot**  
**Type:** `plist dict`  
**Description:** Apply boot configuration described in Boot Properties section below.
2. **Debug**  
**Type:** `plist dict`  
**Description:** Apply debug configuration described in Debug Properties section below.
3. **Security**  
**Type:** `plist dict`  
**Description:** Apply security configuration described in Security Properties section below.
4. **Tools**  
**Type:** `plist array`  
**Description:** Add new entries to boot picker.

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

*Note:* Select tools, for example, UEFI Shell or NVRAM cleaning 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.

### 7.3 Boot Properties

1. **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.
2. **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 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` may need to be enabled for select firmware implementations.

### 3. `ConsoleBehaviourUi`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Set console control behaviour upon OpenCore user interface load. Refer to `ConsoleBehaviourOs` description for details.

### 4. `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.

### 5. `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.

### 6. `Resolution`

**Type:** `plist string`

**Failsafe:** Empty string

**Description:** Sets console output screen resolution.

- Set to `WxH@Bpp` (e.g. `1920x1080@32`) `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`.

### 7. `ShowPicker`

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Show simple boot picker to allow boot entry selection.

### 8. `Timeout`

**Type:** `plist integer, 32 bit`

**Failsafe:** `0`

**Description:** Timeout in seconds in boot picker before automatic booting of the default boot entry.

### 9. `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.

*Note:* By default OpenCore built-in boot picker loads the default discovered option, this can be changed by setting `ShowPicker` to `true`.

## 7.4 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:

---

```
nvrasm 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.log` at EFI volume root with log contents. 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.

## 7.5 Security Properties

### 1. ExposeSensitiveData

**Type:** plist integer

**Failsafe:** 2

**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.

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:

---

```
nvrnm 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:booter-path
```

---

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

---

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

---

To obtain OpenCore version use the following command in macOS:

---

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

---

### 2. 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.

### 3. 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.

### 4. 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.

The complete set of commands to:

- Create `vault.plist`.
- Create a new RSA key (always do this to avoid loading old configuration).
- Embed RSA key into `OpenCore.efi`.
- Create `vault.sig`.

Can look as follows:

---

```
cd /Volumes/EFI/EFI/OC
/path/to/create_vault.sh .
/path/to/RsaTool -sign vault.plist vault.sig vault.pub
off=$((($(strings -a -t d OpenCore.efi | grep "=BEGIN OC VAULT=" | cut -f1 -d' ')+16))
dd of=OpenCore.efi if=vault.pub bs=1 seek=$off count=520 conv=notrunc
rm vault.pub
```

---

*Note:* While it may appear obvious, but you have to use an external method to verify `OpenCore.efi` and `BOOTx64.efi` for secure boot path. For this you are recommended to at least enable UEFI SecureBoot with a custom certificate, and sign `OpenCore.efi` and `BOOTx64.efi` with your custom key. More details on customising secure boot on modern firmwares can be found in Taming UEFI SecureBoot paper (in Russian).

## 5. ScanPolicy

**Type:** `plist integer`, 32 bit

**Failsafe:** `0xF0103`

**Description:** Define operating system detection policy.

This value allows to prevent scanning (and booting) from untrusted source based on a bitmask (sum) of select flags. As it is not possible to reliably detect every file system or device type, this feature cannot be fully relied upon in open environments, and the additional measures are to be applied.

Third party drivers may introduce additional security (and performance) measures following the provided scan policy. Scan policy is exposed in `scan-policy` variable of `4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102` GUID for UEFI Boot Services only.

- `0x00000001` (bit 0) — `OC_SCAN_FILE_SYSTEM_LOCK`, restricts scanning to only known file systems defined as a part of this policy. File system drivers may not be aware of this policy, and to avoid mounting of undesired file systems it is best not to load its driver. This bit does not affect dmg mounting, which may have any file system. Known file systems are prefixed with `OC_SCAN_ALLOW_FS_`.
- `0x00000002` (bit 1) — `OC_SCAN_DEVICE_LOCK`, restricts scanning to only known device types defined as a part of this policy. This is not always possible to detect protocol tunneling, so be aware that on some systems it may be possible for e.g. USB HDDs to be recognised as SATA. Cases like this must be reported. Known device types are prefixed with `OC_SCAN_ALLOW_DEVICE_`.
- `0x00000100` (bit 8) — `OC_SCAN_ALLOW_FS_APFS`, allows scanning of APFS file system.
- `0x00000200` (bit 9) — `OC_SCAN_ALLOW_FS_HFS`, allows scanning of HFS file system.
- `0x00000400` (bit 10) — `OC_SCAN_ALLOW_FS_ESP`, allows scanning of EFI System Partition file system.
- `0x00010000` (bit 16) — `OC_SCAN_ALLOW_DEVICE_SATA`, allow scanning SATA devices.
- `0x00020000` (bit 17) — `OC_SCAN_ALLOW_DEVICE_SASEX`, allow scanning SAS and Mac NVMe devices.
- `0x00040000` (bit 18) — `OC_SCAN_ALLOW_DEVICE_SCSI`, allow scanning SCSI devices.
- `0x00080000` (bit 19) — `OC_SCAN_ALLOW_DEVICE_NVME`, allow scanning NVMe devices.
- `0x00100000` (bit 20) — `OC_SCAN_ALLOW_DEVICE_ATAPI`, allow scanning CD/DVD devices.
- `0x00200000` (bit 21) — `OC_SCAN_ALLOW_DEVICE_USB`, allow scanning USB devices.
- `0x00400000` (bit 22) — `OC_SCAN_ALLOW_DEVICE_FIREWIRE`, allow scanning FireWire devices.
- `0x00800000` (bit 23) — `OC_SCAN_ALLOW_DEVICE_SDCARD`, allow scanning card reader devices.

*Note:* Given the above description, 0xF0103 value is expected to allow scanning of SATA, SAS, SCSI, and NVMe devices with APFS file system, and prevent scanning of any devices with HFS or FAT32 file systems in addition to not scanning APFS file systems on USB, CD, USB, and FireWire drives. The combination reads as:

- OC\_SCAN\_FILE\_SYSTEM\_LOCK
- OC\_SCAN\_DEVICE\_LOCK
- OC\_SCAN\_ALLOW\_FS\_APFS
- OC\_SCAN\_ALLOW\_DEVICE\_SATA
- OC\_SCAN\_ALLOW\_DEVICE\_SASEX
- OC\_SCAN\_ALLOW\_DEVICE\_SCSI
- OC\_SCAN\_ALLOW\_DEVICE\_NVME

## 7.6 Tools Properties

### 1. Comment

**Type:** plist string

**Failsafe:** Empty string

**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. It is implementation defined whether this value is used.

### 2. Enabled

**Type:** plist boolean

**Failsafe:** false

**Description:** This tool will not be listed unless set to **true**.

### 3. Name

**Type:** plist string

**Failsafe:** Empty string

**Description:** Human readable tool name displayed in boot picker.

### 4. Path

**Type:** plist string

**Failsafe:** Empty string

**Description:** File path to select UEFI tool relative to OC/Tools directory.

## 8 NVRAM

### 8.1 Introduction

Has `plist dict` type and allows to set volatile UEFI variables commonly referred as NVRAM variables. Refer to `man nvram` for more details. macOS extensively uses NVRAM variables for OS — Bootloader — Firmware intercommunication, and thus supplying several NVRAM is required for proper macOS functioning.

Each NVRAM variable consists of its name, value, attributes (refer to UEFI specification), and its GUID, representing which ‘section’ NVRAM variable belongs to. macOS uses several GUIDs, including but not limited to:

- 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14 (APPLE\_VENDOR\_VARIABLE\_GUID)
- 7C436110-AB2A-4BBB-A880-FE41995C9F82 (APPLE\_BOOT\_VARIABLE\_GUID)
- 8BE4DF61-93CA-11D2-AA0D-00E098032B8C (EFI\_GLOBAL\_VARIABLE\_GUID)
- 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102 (OC\_VENDOR\_VARIABLE\_GUID)

*Note:* Some of the variables may be added by PlatformNVRAM or Generic subsections of PlatformInfo section. Please ensure that variables of this section never collide with them, as behaviour is undefined otherwise.

### 8.2 Properties

#### 1. Add

**Type:** `plist dict`

**Description:** Sets NVRAM variables from a map (`plist dict`) of GUIDs to a map (`plist dict`) of variable names and their values in `plist metadata` format. GUIDs must be provided in canonic string format in upper or lower case (e.g. 8BE4DF61-93CA-11D2-AA0D-00E098032B8C).

Created variables get `EFI_VARIABLE_BOOTSERVICE_ACCESS` and `EFI_VARIABLE_RUNTIME_ACCESS` attributes set. Variables will only be set if not present and not blocked. To overwrite a variable add it to `Block` section. This approach enables to provide default values till the operating system takes the lead.

*Note:* If `plist` key does not conform to GUID format, behaviour is undefined.

#### 2. Block

**Type:** `plist dict`

**Description:** Removes NVRAM variables from a map (`plist dict`) of GUIDs to an array (`plist array`) of variable names in `plist string` format.

#### 3. LegacyEnable

**Type:** `plist boolean`

**Failsafe:** `false`

**Description:** Enables loading of NVRAM variable file named `nvram.plist` from EFI volume root.

This file must have root `plist dictionary` type and contain two fields:

- `Version` — `plist integer`, file version, must be set to 1.
- `Add` — `plist dictionary`, equivalent to `Add` from `config.plist`.

Variable loading happens prior to `Block` (and `Add`) phases, and will not overwrite any existing variable. Variables allowed to be set must be specified in `LegacySchema`. Third-party scripts may be used to create `nvram.plist` file. Example can be found in `Tools`. The use of third-party scripts may require `ExposeSensitiveData` set to `0x3` to provide `boot-path` variable with OpenCore EFI partition UUID.

**WARNING:** This feature is very dangerous as it passes unprotected data to your firmware variable services. Use it only when no hardware NVRAM implementation is provided by the firmware or it is incompatible.

#### 4. LegacySchema

**Type:** `plist dict`

**Description:** Allows setting select NVRAM variables from a map (`plist dict`) of GUIDs to an array (`plist array`) of variable names in `plist string` format.

You can use `*` value to accept all variables for select GUID.

**WARNING:** Choose variables very carefully, as `nvram.plist` is not vaulted. For instance, do not put `boot-args` or `csr-active-config`, as this can bypass SIP.

To read NVRAM variable value from macOS one could use `nvr` by concatenating variable GUID and name separated by `:` symbol. For example, `nvr 7C436110-AB2A-4BBB-A880-FE41995C9F82:boot-args`.

A continuously updated variable list can be found in a corresponding document: [NVRAM Variables](#).

### 8.3 Mandatory Variables

*Warning:* These variables may be added by PlatformNVRAM or Generic subsections of PlatformInfo section. Using PlatformInfo is the recommend way of setting these variables.

The following variables are mandatory for macOS functioning:

- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:FirmwareFeatures`  
32-bit `FirmwareFeatures`. Present on all Macs to avoid extra parsing of SMBIOS tables
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:FirmwareFeaturesMask`  
32-bit `FirmwareFeaturesMask`. Present on all Macs to avoid extra parsing of SMBIOS tables.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:MLB`  
`BoardSerialNumber`. Present on newer Macs (2013+ at least) to avoid extra parsing of SMBIOS tables, especially in `boot.efi`.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ROM`  
Primary network adapter MAC address or replacement value. Present on newer Macs (2013+ at least) to avoid accessing special memory region, especially in `boot.efi`.

### 8.4 Recommended Variables

The following variables are recommended for faster startup or other improvements:

- `7C436110-AB2A-4BBB-A880-FE41995C9F82:csr-active-config`  
32-bit System Integrity Protection bitmask. Declared in XNU source code in `csr.h`.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ExtendedFirmwareFeatures`  
Combined `FirmwareFeatures` and `ExtendedFirmwareFeatures`. Present on newer Macs to avoid extra parsing of SMBIOS tables
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ExtendedFirmwareFeaturesMask`  
Combined `FirmwareFeaturesMask` and `ExtendedFirmwareFeaturesMask`. Present on newer Macs to avoid extra parsing of SMBIOS tables.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW_BID`  
Hardware `BoardProduct` (e.g. `Mac-35C1E88140C3E6CF`). Not present on real Macs, but used to avoid extra parsing of SMBIOS tables, especially in `boot.efi`.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW_MLB`  
Hardware `BoardSerialNumber`. Override for `MLB`. Present on newer Macs (2013+ at least).
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW_ROM`  
Hardware `ROM`. Override for `ROM`. Present on newer Macs (2013+ at least).
- `7C436110-AB2A-4BBB-A880-FE41995C9F82:prev-lang:kbd`  
ASCII string defining default keyboard layout. Format is `lang-COUNTRY:keyboard`, e.g. `ru-RU:252` for Russian locale and ABC keyboard. Also accepts short forms: `ru:252` or `ru:0` (U.S. keyboard, compatible with 10.9). Full decoded keyboard list from `AppleKeyboardLayouts-L.dat` can be found [here](#). Using non-latin keyboard on 10.14 will not enable ABC keyboard, unlike previous macOS versions, and is thus not recommended.
- `7C436110-AB2A-4BBB-A880-FE41995C9F82:security-mode`  
ASCII string defining FireWire security mode. Legacy, can be found in `IOFireWireFamily` source code in `IOFireWireController.cpp`. It is recommended not to set this variable, which may speedup system startup. Setting to `full` is equivalent to not setting the variable and `none` disables FireWire security.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:UIScale`  
One-byte data defining `boot.efi` user interface scaling. Should be `01` for normal screens and `02` for HiDPI screens.

### 8.5 Other Variables

The following variables may be useful for certain configurations or troubleshooting:

- `7C436110-AB2A-4BBB-A880-FE41995C9F82:boot-args`  
Kernel arguments, used to pass configuration to Apple kernel and drivers. There are many arguments, which

may be found by looking for the use of `PE_parse_boot_argn` function in the kernel or driver code. Some of the known boot arguments include:

- `acpi_layer=0xFFFFFFFF`
- `acpi_level=0xFFFF5F` (implies `ACPI_ALL_COMPONENTS`)
- `cpus=VALUE`
- `debug=VALUE`
- `io=VALUE`
- `keepsyms=1`
- `kextlog=VALUE`
- `nvda_drv=1`
- `lapic_dont_panic=1`
- `slide=VALUE`
- `-nehalem_error_disable`
- `-no_compat_check`
- `-s`
- `-v`
- `-x`
- `7C436110-AB2A-4BBB-A880-FE41995C9F82:bootercfg`  
Booter arguments, similar to `boot-args` but for `boot.efi`. Accepts a set of arguments, which are hexadecimal 64-bit values with or without `0x` prefix primarily for logging control:
  - `log=VALUE`
    - \* 1 — `AppleLoggingConOutOrErrSet/AppleLoggingConOutOrErrPrint` (classical `ConOut/StdErr`)
    - \* 2 — `AppleLoggingStdErrSet/AppleLoggingStdErrPrint` (`StdErr` or serial?)
    - \* 4 — `AppleLoggingFileSet/AppleLoggingFilePrint` (`BOOTER.LOG/BOOTER.OLD` file on EFI partition)
  - `debug=VALUE`
    - \* 1 — enables print something to `BOOTER.LOG` (stripped code implies there may be a crash)
    - \* 2 — enables perf logging to `/efi/debug-log` in the device three
    - \* 4 — enables timestamp printing for styled `printf` calls
  - `level=VALUE` — Verbosity level of `DEBUG` output. Everything but `0x80000000` is stripped from the binary, and this is the default value.
  - `kc-read-size=VALUE` — Chunk size used for buffered I/O from network or disk for `prelinkedkernel` reading and related. Set to 1MB (`0x100000`) by default, can be tuned for faster booting.
- `7C436110-AB2A-4BBB-A880-FE41995C9F82:bootercfg-once`  
Booter arguments override removed after first launch. Otherwise equivalent to `bootercfg`.
- `7C436110-AB2A-4BBB-A880-FE41995C9F82:fmm-computer-name`  
Current saved host name. ASCII string.
- `7C436110-AB2A-4BBB-A880-FE41995C9F82:nvda_drv`  
NVIDIA Web Driver control variable. Takes ASCII digit 1 or 0 to enable or disable installed driver.

## 9 PlatformInfo

Platform information is comprised of several identification fields generated or filled manually to be compatible with macOS services. The base part of the configuration may be obtained from `MacInfoPkg` package, which itself generates a set of interfaces based on a database in YAML format. These fields are written to three select destinations:

- SMBIOS
- Data Hub
- NVRAM

Most of the fields specify the overrides in SMBIOS, and their field names conform to EDK2 `SmBios.h` header file. However, several important fields reside in Data Hub and NVRAM. Some of the values can be found in more than one field and/or destination, so there are two ways to control their update process: manual, where one specifies all the values (the default), and semi-automatic, where (**Automatic**) only select values are specified, and later used for system configuration.

To inspect SMBIOS contents `dmidecode` utility can be used. Version with macOS specific enhancements can be downloaded from `Acidanthera/dmidecode`.

### 9.1 Properties

#### 1. Automatic

**Type:** plist boolean

**Failsafe:** false

**Description:** Generate PlatformInfo based on **Generic** section instead of using values from **DataHub**, **NVRAM**, and **SMBIOS** sections.

Enabling this option is useful when **Generic** section is flexible enough. When enabled **SMBIOS**, **DataHub**, and **PlatformNVRAM** data is unused.

#### 2. UpdateDataHub

**Type:** plist boolean

**Failsafe:** false

**Description:** Update Data Hub fields. These fields are read from **Generic** or **DataHub** sections depending on **Automatic** value.

#### 3. UpdateNVRAM

**Type:** plist boolean

**Failsafe:** false

**Description:** Update NVRAM fields related to platform information.

These fields are read from **Generic** or **PlatformNVRAM** sections depending on **Automatic** value. All the other fields are to be specified with **NVRAM** section.

If **UpdateNVRAM** is set to **false** the aforementioned variables can be updated with **NVRAM** section. If **UpdateNVRAM** is set to **true** the behaviour is undefined when any of the fields are present in **NVRAM** section.

#### 4. UpdateSMBIOS

**Type:** plist boolean

**Failsafe:** false

**Description:** Update SMBIOS fields. These fields are read from **Generic** or **SMBIOS** sections depending on **Automatic** value.

#### 5. UpdateSMBIOSMode

**Type:** plist string

**Failsafe:** Create

**Description:** Update SMBIOS fields approach:

- **TryOverwrite** — **Overwrite** if new size is  $\leq$  than the page-aligned original and there are no issues with legacy region unlock. **Create** otherwise. Has issues with some firmwares.
- **Create** — Replace the tables with newly allocated `EfiReservedMemoryType` at `AllocateMaxAddress` without any fallbacks.

- **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 dictionary  
**Optional:** When Automatic is false  
**Description:** Update all fields. This section is read only when Automatic is active.
  7. **DataHub**  
**Type:** plist dictionary  
**Optional:** When Automatic is true  
**Description:** Update Data Hub fields. This section is read only when Automatic is not active.
  8. **PlatformNVRAM**  
**Type:** plist dictionary  
**Optional:** When Automatic is true  
**Description:** Update platform NVRAM fields. This section is read only when Automatic is not active.
  9. **SMBIOS**  
**Type:** plist dictionary  
**Optional:** When Automatic is true  
**Description:** Update SMBIOS fields. This section is read only when Automatic is not active.

## 9.2 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. **SystemProductName**  
**Type:** plist string  
**Failsafe:** MacPro6,1  
**Description:** Refer to SMBIOS SystemProductName.
3. **SystemSerialNumber**  
**Type:** plist string  
**Failsafe:** OPENCORE\_SN1  
**Description:** Refer to SMBIOS SystemSerialNumber.
4. **SystemUUID**  
**Type:** plist string, GUID  
**Failsafe:** OEM specified  
**Description:** Refer to SMBIOS SystemUUID.
5. **MLB**  
**Type:** plist string  
**Failsafe:** OPENCORE\_MLB\_SN11  
**Description:** Refer to SMBIOS BoardSerialNumber.
6. **ROM**  
**Type:** plist data, 6 bytes  
**Failsafe:** all zero  
**Description:** Refer to 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ROM.

## 9.3 DataHub Properties

1. PlatformName  
**Type:** plist string  
**Failsafe:** Not installed  
**Description:** Sets name in gEfiMiscSubClassGuid. Value found on Macs is platform in ASCII.
2. SystemProductName  
**Type:** plist string  
**Failsafe:** Not installed  
**Description:** Sets Model in gEfiMiscSubClassGuid. Value found on Macs is equal to SMBIOS SystemProductName in Unicode.
3. SystemSerialNumber  
**Type:** plist string  
**Failsafe:** Not installed  
**Description:** Sets SystemSerialNumber in gEfiMiscSubClassGuid. Value found on Macs is equal to SMBIOS SystemSerialNumber in Unicode.
4. SystemUUID  
**Type:** plist string, GUID  
**Failsafe:** Not installed  
**Description:** Sets system-id in gEfiMiscSubClassGuid. Value found on Macs is equal to SMBIOS SystemUUID.
5. BoardProduct  
**Type:** plist string  
**Failsafe:** Not installed  
**Description:** Sets board-id in gEfiMiscSubClassGuid. Value found on Macs is equal to SMBIOS BoardProduct in ASCII.
6. BoardRevision  
**Type:** plist data, 1 byte  
**Failsafe:** 0  
**Description:** Sets board-rev in gEfiMiscSubClassGuid. Value found on Macs seems to correspond to internal board revision (e.g. 01).
7. StartupPowerEvents  
**Type:** plist integer, 64-bit  
**Failsafe:** 0  
**Description:** Sets StartupPowerEvents in gEfiMiscSubClassGuid. Value found on Macs is power management state bitmask, normally 0. Known bits read by X86PlatformPlugin.kext:
  - 0x00000001 — Shutdown cause was a PWROK event (Same as GEN\_PMCON\_2 bit 0)
  - 0x00000002 — Shutdown cause was a SYS\_PWROK event (Same as GEN\_PMCON\_2 bit 1)
  - 0x00000004 — Shutdown cause was a THRMTRIP# event (Same as GEN\_PMCON\_2 bit 3)
  - 0x00000008 — Rebooted due to a SYS\_RESET# event (Same as GEN\_PMCON\_2 bit 4)
  - 0x00000010 — Power Failure (Same as GEN\_PMCON\_3 bit 1 PWR\_FLR)
  - 0x00000020 — Loss of RTC Well Power (Same as GEN\_PMCON\_3 bit 2 RTC\_PWR\_STS)
  - 0x00000040 — General Reset Status (Same as GEN\_PMCON\_3 bit 9 GEN\_RST\_STS)
  - 0xffffffff80 — SUS Well Power Loss (Same as GEN\_PMCON\_3 bit 14)
  - 0x00010000 — Wake cause was a ME Wake event (Same as PRSTS bit 0, ME\_WAKE\_STS)
  - 0x00020000 — Cold Reboot was ME Induced event (Same as PRSTS bit 1 ME\_HRST\_COLD\_STS)
  - 0x00040000 — Warm Reboot was ME Induced event (Same as PRSTS bit 2 ME\_HRST\_WARM\_STS)
  - 0x00080000 — Shutdown was ME Induced event (Same as PRSTS bit 3 ME\_HOST\_PWRDN)
  - 0x00100000 — Global reset ME Watchdog Timer event (Same as PRSTS bit 6)
  - 0x00200000 — Global reset PowerManagment Watchdog Timer event (Same as PRSTS bit 15)
8. InitialTSC  
**Type:** plist integer, 64-bit  
**Failsafe:** 0  
**Description:** Sets InitialTSC in gEfiProcessorSubClassGuid. Sets initial TSC value, normally 0.



9. **FSBFrequency**  
**Type:** plist integer, 64-bit  
**Failsafe:** Automatic  
**Description:** Sets FSBFrequency in gEfiProcessorSubClassGuid. Sets CPU FSB frequency.
10. **ARTFrequency**  
**Type:** plist integer, 64-bit  
**Failsafe:** Not installed  
**Description:** Sets ARTFrequency in gEfiProcessorSubClassGuid. Sets CPU ART frequency, Skylake and newer.
11. **DevicePathsSupported**  
**Type:** plist integer, 32-bit  
**Failsafe:** Not installed  
**Description:** Sets DevicePathsSupported in gEfiMiscSubClassGuid. Must be set to 1 for AppleACPIPlatform.kext to append SATA device paths to Boot#### and efi-boot-device-data variables. Set to 1 on all modern Macs.
12. **SmcRevision**  
**Type:** plist data, 6 bytes  
**Failsafe:** Not installed  
**Description:** Sets REV in gEfiMiscSubClassGuid. Custom property read by VirtualSMC or FakeSMC to generate SMC REV key.
13. **SmcBranch**  
**Type:** plist data, 8 bytes  
**Failsafe:** Not installed  
**Description:** Sets RBr in gEfiMiscSubClassGuid. Custom property read by VirtualSMC or FakeSMC to generate SMC RBr key.
14. **SmcPlatform**  
**Type:** plist data, 8 bytes  
**Failsafe:** Not installed  
**Description:** Sets RPlt in gEfiMiscSubClassGuid. Custom property read by VirtualSMC or FakeSMC to generate SMC RPlt key.

## 9.4 PlatformNVRAM Properties

1. **BID**  
**Type:** plist string  
**Failsafe:** Not installed  
**Description:** Specifies the value of NVRAM variable 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW\_BID.
2. **ROM**  
**Type:** plist data, 6 bytes  
**Failsafe:** Not installed  
**Description:** Specifies the values of NVRAM variables 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW\_ROM and 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ROM.
3. **MLB**  
**Type:** plist string  
**Failsafe:** Not installed  
**Description:** Specifies the values of NVRAM variables 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW\_MLB and 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:MLB.
4. **FirmwareFeatures**  
**Type:** plist data, 8 bytes  
**Failsafe:** Not installed  
**Description:** This variable comes in pair with FirmwareFeaturesMask. Specifies the values of NVRAM variables:
  - 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:FirmwareFeatures
  - 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ExtendedFirmwareFeatures

5. **FirmwareFeaturesMask**

**Type:** plist data, 8 bytes

**Failsafe:** Not installed

**Description:** This variable comes in pair with **FirmwareFeatures**. Specifies the values of NVRAM variables:

- 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:FirmwareFeaturesMask
- 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ExtendedFirmwareFeaturesMask

## 9.5 SMBIOS Properties

1. **BIOSVendor**

**Type:** plist string

**Failsafe:** OEM specified

**SMBIOS:** BIOS Information (Type 0) — Vendor

**Description:** BIOS Vendor. All rules of **SystemManufacturer** do apply.

2. **BIOSVersion**

**Type:** plist string

**Failsafe:** OEM specified

**SMBIOS:** BIOS Information (Type 0) — BIOS Version

**Description:** Firmware version. This value gets updated and takes part in update delivery configuration and macOS version compatibility. This value could look like `MM71.88Z.0234.B00.1809171422` in older firmwares, and is described in `BiosId.h`. In newer firmwares it should look like `236.0.0.0.0` or `220.230.16.0.0` (**iBridge**: `16.16.2542.0.0,0`). **iBridge** version is read from **BridgeOSVersion** variable, and is only present on macs with T2.

Apple ROM Version

```
BIOS ID:      MBP151.88Z.F000.B00.1811142212
Model:        MBP151
EFI Version:   220.230.16.0.0
Built by:      root@quinoa
Date:          Wed Nov 14 22:12:53 2018
Revision:      220.230.16 (B&I)
ROM Version:   F000_B00
Build Type:    Official Build, RELEASE
Compiler:      Apple LLVM version 10.0.0 (clang-1000.2.42)
UUID:          E5D1475B-29FF-32BA-8552-682622BA42E1
UUID:          151B0907-10F9-3271-87CD-4BF5DBECACF5
```

3. **BIOSReleaseDate**

**Type:** plist string

**Failsafe:** OEM specified

**SMBIOS:** BIOS Information (Type 0) — BIOS Release Date

**Description:** Firmware release date. Similar to **BIOSVersion**. May look like `12/08/2017`.

4. **SystemManufacturer**

**Type:** plist string

**Failsafe:** OEM specified

**SMBIOS:** System Information (Type 1) — Manufacturer

**Description:** OEM manufacturer of the particular board. Shall not be specified unless strictly required. Should *not* contain **Apple Inc.**, as this confuses numerous services present in the operating system, such as firmware updates, efichk, as well as kernel extensions developed in Acidanthera, such as Lilu and its plugins. In addition it will also make some operating systems like Linux unbootable.

5. **SystemProductName**

**Type:** plist string

**Failsafe:** OEM specified

**SMBIOS:** System Information (Type 1), Product Name

**Description:** Preferred Mac model used to mark the device as supported by the operating system. This value must be specified by any configuration for later automatic generation of the related values in this and other

SMBIOS tables and related configuration parameters. If `SystemProductName` is not compatible with the target operating system, `-no_compat_check` boot argument may be used as an override.

*Note:* If `SystemProductName` is unknown, and related fields are unspecified, default values should be assumed as being set to MacPro6,1 data. The list of known products can be found in `MacInfoPkg`.

6. `SystemVersion`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** System Information (Type 1) — Version  
**Description:** Product iteration version number. May look like 1.1.
7. `SystemSerialNumber`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** System Information (Type 1) — Serial Number  
**Description:** Product serial number in defined format. Known formats are described in `macserial`.
8. `SystemUUID`  
**Type:** `plist string, GUID`  
**Failsafe:** OEM specified  
**SMBIOS:** System Information (Type 1) — UUID  
**Description:** A UUID is an identifier that is designed to be unique across both time and space. It requires no central registration process.
9. `SystemSKUNumber`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** System Information (Type 1) — SKU Number  
**Description:** Mac Board ID (`board-id`). May look like `Mac-7BA5B2D9E42DDD94` or `Mac-F221BEC8` in older models. Sometimes it can be just empty.
10. `SystemFamily`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** System Information (Type 1) — Family  
**Description:** Family name. May look like `iMac Pro`.
11. `BoardManufacturer`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) - Manufacturer  
**Description:** Board manufacturer. All rules of `SystemManufacturer` do apply.
12. `BoardProduct`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) - Product  
**Description:** Mac Board ID (`board-id`). May look like `Mac-7BA5B2D9E42DDD94` or `Mac-F221BEC8` in older models.
13. `BoardVersion`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) - Version  
**Description:** Board version number. Varies, may match `SystemProductName` or `SystemProductVersion`.
14. `BoardSerialNumber`  
**Type:** `plist string`  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) — Serial Number  
**Description:** Board serial number in defined format. Known formats are described in `macserial`.

15. **BoardAssetTag**  
**Type:** plist string  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) — Asset Tag  
**Description:** Asset tag number. Varies, may be empty or `Type2 - Board Asset Tag`.
16. **BoardType**  
**Type:** plist integer  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) — Board Type  
**Description:** Either `0xA` (Motherboard (includes processor, memory, and I/O) or `0xB` (Processor/Memory Module), refer to Table 15 – Baseboard: Board Type for more details.
17. **BoardLocationInChassis**  
**Type:** plist string  
**Failsafe:** OEM specified  
**SMBIOS:** Baseboard (or Module) Information (Type 2) — Location in Chassis  
**Description:** Varies, may be empty or `Part Component`.
18. **ChassisManufacturer**  
**Type:** plist string  
**Failsafe:** OEM specified  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Manufacturer  
**Description:** Board manufacturer. All rules of `SystemManufacturer` do apply.
19. **ChassisType**  
**Type:** plist integer  
**Failsafe:** OEM specified  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Type  
**Description:** Chassis type, refer to Table 17 — System Enclosure or Chassis Types for more details.
20. **ChassisVersion**  
**Type:** plist string  
**Failsafe:** OEM specified  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Version  
**Description:** Should match `BoardProduct`.
21. **ChassisSerialNumber**  
**Type:** plist string  
**Failsafe:** OEM specified  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Version  
**Description:** Should match `SystemSerialNumber`.
22. **ChassisAssetTag**  
**Type:** plist string  
**Failsafe:** OEM specified  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Asset Tag Number  
**Description:** Chassis type name. Varies, could be empty or `MacBook-Aluminum`.
23. **PlatformFeature**  
**Type:** plist integer, 32-bit  
**Failsafe:** `0xFFFFFFFF`  
**SMBIOS:** `APPLE_SMBIOS_TABLE_TYPE133 - PlatformFeature`  
**Description:** Platform features bitmask. Refer to `AppleFeatures.h` for more details. Use `0xFFFFFFFF` value to not provide this table.
24. **SmcVersion**  
**Type:** plist data, 16 bytes  
**Failsafe:** All zero  
**SMBIOS:** `APPLE_SMBIOS_TABLE_TYPE134 - Version`  
**Description:** ASCII string containing SMC version in upper case. Missing on T2 based Macs. Ignored when zero.

25. **FirmwareFeatures**  
**Type:** plist data, 8 bytes  
**Failsafe:** 0  
**SMBIOS:** APPLE\_SMBIOS\_TABLE\_TYPE128 - **FirmwareFeatures** and **ExtendedFirmwareFeatures**  
**Description:** 64-bit firmware features bitmask. Refer to `AppleFeatures.h` for more details. Lower 32 bits match **FirmwareFeatures**. Upper 64 bits match **ExtendedFirmwareFeatures**.
26. **FirmwareFeaturesMask**  
**Type:** plist data, 8 bytes  
**Failsafe:** 0  
**SMBIOS:** APPLE\_SMBIOS\_TABLE\_TYPE128 - **FirmwareFeaturesMask** and **ExtendedFirmwareFeaturesMask**  
**Description:** Supported bits of extended firmware features bitmask. Refer to `AppleFeatures.h` for more details. Lower 32 bits match **FirmwareFeaturesMask**. Upper 64 bits match **ExtendedFirmwareFeaturesMask**.
27. **ProcessorType**  
**Type:** plist integer, 16-bit  
**Failsafe:** Automatic  
**SMBIOS:** APPLE\_SMBIOS\_TABLE\_TYPE131 - **ProcessorType**  
**Description:** Combined of Processor Major and Minor types.
28. **MemoryFormFactor**  
**Type:** plist integer, 8-bit  
**Failsafe:** OEM specified  
**SMBIOS:** Memory Device (Type 17) — Form Factor  
**Description:** Memory form factor. On Macs it should be DIMM or SODIMM.

## 10 UEFI

### 10.1 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.

### 10.2 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 is not necessary with e.g. APFS loader driver, and may slightly slowdown the boot.

#### 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.
- **AppleUiSupport** — Apple-specific user interface support driver. This driver brings the support for FileVault 2 GUI, hotkey parsing (shift, cmd+v, etc.), language collation support, and certain other features important for normal macOS functioning. For hotkey support **AppleKeyMapAggregator**-compatible driver is required.
- **AptioInputFix** — user input driver adding the support of **AppleKeyMapAggregator** protocols on top of different UEFI input protocols. Additionally resolves mouse input issues on select firmwares. This is an alternative to **UsbKbDxe**, which may work better or worse depending on the firmware.
- **AptioMemoryFix** — a set of quirks for various firmwares. While it primarily targets APTIO firmwares, other firmwares may be compatible as well. Among the resolved issues are hibernation support, KASLR, Lilu NVRAM security enhancements, NVRAM, and UEFI Boot entry preservation.
- **EmuVariableRuntimeDxe** — NVRAM emulation driver from **MdeModulePkg**. NVRAM is supported by most modern firmwares. For firmwares with macOS incompatible NVRAM implementation an emulated driver may be used. This driver will not preserve NVRAM contents across the reboots.
- **EnglishDxe** — Unicode collation driver from **MdeModulePkg**. This driver is a lightweight alternative to **AppleUiSupport**, which contains no Apple-specific code, and only provides unicode collation support. The driver is not recommended for use on any hardware but few original Macs.
- **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.
- **UsbKbDxe** — USB keyboard driver adding the support of **AppleKeyMapAggregator** protocols on top of a custom USB keyboard driver implementation. This is an alternative to **AptioInputFix**, which may work better or worse depending on the firmware.
- **VirtualSmc** — UEFI SMC driver, required for proper FileVault 2 functionality and potentially other macOS specifics. An alternative, named **SMCHelper**, is not compatible with **VirtualSmc** and OpenCore, which is unaware of its specific interfaces. In case **FakeSMC** kernel extension is used, manual NVRAM variable addition may be needed and **VirtualSmc** driver should still be used.
- **VBoxHfs** — HFS file system driver with bless support. This driver is an alternative to a closed source

HFSPplus 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 TianoCore UDK use the same command you do normally use for OpenCore compilation, but choose a corresponding package:

---

```
git clone https://github.com/tianocore/edk2 -b UDK2018 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. 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.

### 4. Quirks

**Type:** plist dict

**Failsafe:** None

**Description:** Apply individual firmware quirks described in Quirks Properties section below.

## 10.3 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.

### 2. ConsoleControl

**Type:** plist boolean

**Failsafe:** false

**Description:** Replaces Console Control protocol with a builtin version.

macOS bootloader requires console control protocol for text output, which some firmwares miss. This option is required to be set when the protocol is already available in the firmware, and other console control options are used, such as `IgnoreTextInGraphics`, `SanitiseClearScreen`, and sometimes `ConsoleBehaviourOs` with `ConsoleBehaviourUi`).

### 3. DataHub

**Type:** plist boolean

**Failsafe:** false

**Description:** Reinstalls Data Hub protocol with a builtin version. This will drop all previous properties if the protocol was already installed.

### 4. DeviceProperties

**Type:** plist boolean

**Failsafe:** false

**Description:** Reinstalls Device Property protocol with a builtin version. This will drop all previous properties if it was already installed. This may be used to ensure full compatibility on VMs or legacy Macs.

## 10.4 Quirks Properties

### 1. ExitBootServicesDelay

**Type:** plist integer

**Failsafe:** 0

**Description:** Adds delay in microseconds after `EXIT_BOOT_SERVICES` event.

This is a very ugly quirk to circumvent "Still waiting for root device" message on select APTIO IV firmwares, namely ASUS Z87-Pro, when using FileVault 2 in particular. It seems that for some reason they execute code in parallel to `EXIT_BOOT_SERVICES`, which results in SATA controller being inaccessible from macOS. A better approach should be found in some future. Expect 3-5 seconds to be enough in case the quirk is needed.

2. `IgnoreInvalidFlexRatio`

**Type:** plist boolean

**Failsafe:** false

**Description:** Select firmwares, namely APTIO IV, may contain invalid values in `MSR_FLEX_RATIO` (0x194) MSR register. These values may cause macOS boot failure on Intel platforms.

*Note:* While the option is not supposed to induce harm on unaffected firmwares, its usage is not recommended when it is not required.

3. `IgnoreTextInGraphics`

**Type:** plist boolean

**Failsafe:** false

**Description:** Select firmwares output text onscreen in both graphics and text mode. This is normally unexpected, because random text may appear over graphical images and cause UI corruption. Setting this option to `true` will discard all text output when console control is in mode different from `Text`.

*Note:* While the option is not supposed to induce harm on unaffected firmwares, its usage is not recommended when it is not required. This option may hide onscreen error messages. `ConsoleControl` may need to be set to `true` for this to work.

4. `ProvideConsoleGop`

**Type:** plist boolean

**Failsafe:** false

**Description:** macOS bootloader requires GOP (Graphics Output Protocol) to be present on console handle. This option will install it if missing.

*Note:* Some drivers, like `AptioMemoryFix`, may provide equivalent functionality. These drivers are not guaranteed to adhere to the same logic, and if a quirk is necessary, this option is preferred.

5. `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.

6. `RequestBootVarRouting`

**Type:** plist boolean

**Failsafe:** false

**Description:** Request NVRAM driver (or `AptioMemoryFix`) to redirect `Boot` prefixed variables from `EFI_GLOBAL_VARIABLE_GUID` to `OC_VENDOR_VARIABLE_GUID`.

This will set special `boot-redirect` variable, which a compatible driver will abide after booter start. The quirk lets default boot entry preservation at times when firmwares delete incompatible boot entries.

7. `SanitiseClearScreen`

**Type:** plist boolean

**Failsafe:** false

**Description:** Some firmwares reset screen resolution to a failsafe value (like 1024x768) on the attempts to clear screen contents when large display (e.g. 2K or 4K) is used. This option attempts to apply a workaround.

*Note:* `ConsoleControl` may need to be set to `true` for this to work. On all known affected systems `ConsoleMode` had to be set to empty string for this to work.



# 11 Troubleshooting

## 11.1 Windows support

### Can I install Windows?

While no official Windows support is provided, 64-bit UEFI Windows installations (Windows 8 and above) prepared with Boot Camp are supposed to work. Third-party UEFI installations as well as systems partially supporting UEFI boot, like Windows 7, might work with some extra precautions. Things to keep in mind:

- MBR (Master Boot Record) installations are legacy and will not be supported.
- Installing Windows and macOS on the same drive is currently unsupported but will be addressed later.
- All the modifications applied (to ACPI, NVRAM, SMBIOS, etc.) are supposed to be operating system agnostic, i.e. apply equally regardless of the OS booted. This enables Boot Camp software experience on Windows.
- macOS requires the first partition to be EFI System Partition, and does not support the default Windows layout. While OpenCore does have a workaround for this, it is highly recommend not to rely on it and install properly.
- Windows may need to be reactivated. To avoid it consider leaving SystemUUID field empty, so that the original firmware UUID is used. Be warned, on old firmwares it may be invalid, i.e. not random. In case you still have issues, consider using HWID or KMS38 license. The nuances of Windows activation are out of the scope of this document and can be found online.

### What additional software do I need?

To enable operating system switching and install relevant drivers in the majority of cases you will need Windows support software from Boot Camp. For simplicity of the download process or when configuring an already installed Windows version a third-party utility, Brigadier, can be used successfully. Note, that you may have to download and install 7-Zip prior to using Brigadier.

Remember to always use the latest version of Windows support software from Boot Camp, as versions prior to 6.1 do not support APFS, and thus will not function correctly. To download newest software pass most recent Mac model to Brigadier, for example `./brigadier.exe -m iMac19,1`. To install Boot Camp on an unsupported Mac model afterwards run PowerShell as Administrator and enter `msiexec /i BootCamp.msi`. In case you already have a previous version of Boot Camp installed you will have to remove it first by running `msiexec /x BootCamp.msi` command. `BootCamp.msi` file is located in `BootCamp/Drivers/Apple` directory and can be reached through Windows Explorer.

While Windows support software from Boot Camp solves most of compatibility problems, sometimes you may have to address some of them manually:

- To invert mouse wheel scroll direction `FlipFlopWheel` must be set to 1 as explained on SuperUser.
- `RealTimeIsUniversal` must be set to 1 to avoid time desync between Windows and macOS as explained on SuperUser (this one is usually not needed).
- To access Apple filesystems like HFS and APFS separate software may need to be installed. Some of the known tools are: Apple HFS+ driver (hack for Windows 10), HFSExplorer, MacDrive, Paragon APFS, Paragon HFS+, TransMac, etc. Remember to never ever attempt to modify Apple file systems from Windows as this often leads to irrecoverable data loss.

### Why do I see Basic data partition in Boot Camp Startup Disk control panel?

Boot Camp control panel uses GPT partition table to obtain each boot option name. After installing Windows separately you will have to relabel the partition manually. This can be done with many tools including open-source `gdisk` utility. Reference example:

---

```
PS C:\gdisk> .\gdisk64.exe \\.\\physicaldrive0
GPT fdisk (gdisk) version 1.0.4
```

```
Command (? for help): p
Disk \\.\\physicaldrive0: 419430400 sectors, 200.0 GiB
Sector size (logical): 512 bytes
Disk identifier (GUID): DEC57EB1-B3B5-49B2-95F5-3B8C4D3E4E12
Partition table holds up to 128 entries
```

Main partition table begins at sector 2 and ends at sector 33  
 First usable sector is 34, last usable sector is 419430366  
 Partitions will be aligned on 2048-sector boundaries  
 Total free space is 4029 sectors (2.0 MiB)

Number	Start (sector)	End (sector)	Size	Code	Name
1	2048	1023999	499.0 MiB	2700	Basic data partition
2	1024000	1226751	99.0 MiB	EF00	EFI system partition
3	1226752	1259519	16.0 MiB	0C01	Microsoft reserved ...
4	1259520	419428351	199.4 GiB	0700	Basic data partition

Command (? for help): c  
 Partition number (1-4): 4  
 Enter name: BOOTCAMP

Command (? for help): w

Final checks complete. About to write GPT data. THIS WILL OVERWRITE EXISTING PARTITIONS!!

Do you want to proceed? (Y/N): Y  
 OK; writing new GUID partition table (GPT) to \\.\physicaldrive0.  
 Disk synchronization succeeded! The computer should now use the new partition table.  
 The operation has completed successfully.

---

Listing 3: Relabeling Windows volume

## How to choose Windows BOOTCAMP with custom NTFS drivers?

Third-party drivers providing NTFS support, such as NTFS-3G, Paragon NTFS, or Tuxera NTFS break certain macOS functionality, including Startup Disk preference pane normally used for operating system selection. While the recommended option remains not to use such drivers as they commonly corrupt the filesystem, and prefer the driver bundled with macOS (with optional write support), there still exist vendor-specific workarounds for their products: Tuxera, Paragon, etc.

## 11.2 Tips and Tricks

### 1. How to debug boot failure?

Normally it is enough to obtain the actual error message. For this ensure that:

- You have a `DEBUG` or `NOOPT` version of OpenCore.
- 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: `Uefi → Quirks → 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.

### 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. 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 Recovery tool from `OcSupportPkg`.

#### 4. **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`.