



OpenCore

Reference Manual (0.0.~~3~~.4)

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Contents

1	Introduction	2
1.1	Known defects	2
2	Generic Terms	3
1.1	<u>Generic Terms</u>	3
2	Overview <u>Configuration</u>	4
2.1	Configuration Terms	4
2.2	Configuration Processing	4
2.3	Configuration Structure	5
3	<u>Setup</u>	6
3.1	Directory Structure	6
3.2	Installation and Upgrade	7
3.3	Contribution	7
4	ACPI	9
4.1	Introduction	9
4.2	Properties	9
4.3	Add Properties	9
4.6	Quirks Properties	11
8	NVRAM	25
8.1	Introduction	25
8.2	Properties	25
11	Troubleshooting	39
11.1	Windows support	39
11.2	<u>Debugging</u>	40
11.3	Tips and Tricks	40

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

1.1 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 the 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.

2 Overview Configuration

2.1 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.

2.2 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
plist string	Empty string (<string></string>)
plist data	Empty data (<data></data>)

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

2.3 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.

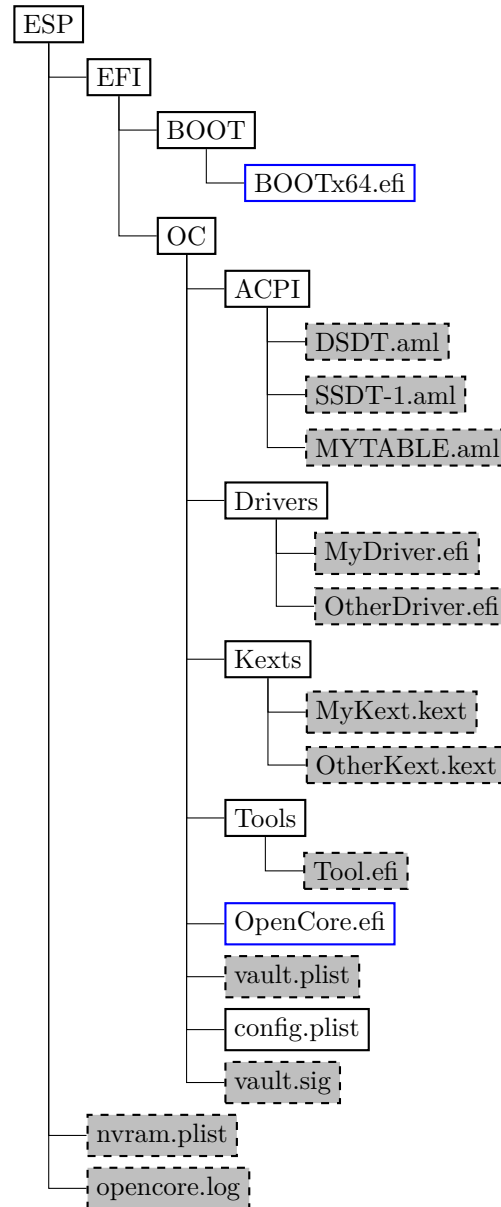
Root configuration entries consist of the following:

- `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 [Setup](#)

3.1 Directory Structure



[Figure 1. Directory Structure](#)

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

- **BOOTx64.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.plist`
OpenCore variable import file.
- `opencore.log`
OpenCore log file.

~~Figure 1. Directory Structure~~

3.2 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.

3.3 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 page. For IDA Pro you will need IDA Pro 7.3 or newer.~~

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, _PWRPRW) 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.

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 `_PWRPRW` 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

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](#) [An example of such script](#) can be found in [ToolsUtilities](#). 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.

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 ~~Control~~ 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 Debugging

Similar to other projects working with hardware OpenCore supports auditing and debugging. The use of 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.

To obtain the log during boot you can make the use of serial port debugging. Serial port debugging is enabled in Target, e.g. 0xB for onscreen with serial. OpenCore uses 115200 baud rate, 8 data bits, no parity, and 1 stop bit. For macOS your best choice are CP2102-based UART devices. Connect motherboard TX to USB UART GND, and motherboard GND to USB UART RX. Use screen utility to get the output, or download GUI software, such as CoolTerm.

Remember to enable COM port in firmware settings, and never use USB cables longer than 1 meter to avoid output corruption. To additionally enable XNU kernel serial output you will need debug=0x8 boot argument.

11.3 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.