OpenCore

Reference Manual (0.0.2.3)

[2019.06.04]

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

2. ~~`IgnoreForWindows`**Type**: `plist boolean`**Default value**: `false`**Description**: Disable all sorts of ACPI modifications when booting Windows operating system.~~

   ~~This flag implements a quick workaround for those, who made their ACPI tables incompatible with Windows, but need it right now. Not recommended, as ACPI tables must be compatible with any operating system regardless of the changes.~~

   ~~*Note*: This option may be removed in the future.~~

3. `NormalizeHeaders`
   Type: `plist boolean`
   Default value: `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).

4. `RebaseRegions`
   Type: `plist boolean`
   Default value: `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.

5. `ResetLogoStatus`
   Type: `plist boolean`
   Default value: `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.

6. `Identifier`
   Type: `plist string`
   Default value: Empty string
   Description: Kext bundle identifier (e.g. `com.apple.driver.AppleHDA`) or `kernel` for kernel patch.

7. `Limit`
   Type: `plist integer`
   Default value: `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`
   Default value: 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`
   Default value: 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`
    Default value: Empty data
    Description: Replacement data of one or more bytes.

11. `ReplaceMask`
    Type: `plist data`
    Default value: 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`
    Default value: `0`
    Description: Number of found occurrences to be skipped before replacement is done.

6.6 Quirks Properties

1. `AppleCpuPmCfgLock`
   Type: `plist boolean`
   Default value: `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 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`
   Default value: `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 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. `DisableIoMapper`
   Type: `plist boolean`
   Default value: `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.

4. `ExternalDiskIcons`
   Type: `plist boolean`
   Default value: `false`
   Description: Apply icon type patches to IOAHCIPort.kext to force internal disk icons for all AHCI disks.

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

5. `ThirdPartyTrim`
   Type: `plist boolean`
   Default value: `false`
   Description: Patch IOAHCIFamily.kext to force TRIM command support on AHCI SSDs.

   Note: This option should 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`.

6. `XhciPortLimit`
   Type: `plist boolean`
   Default value: `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.

7.3 Boot Properties

1. `ConsoleMode`
   Type: `plist string`
   Default value: 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`
   Default value: 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 ~~`Text`~~`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`
   Default value: Empty string