

# OpenCore

Reference Manual (0.0~~2~~.3)

[2019.06.04]

## 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 **TextForceText** 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