



# OpenCore

Reference Manual (0.6.~~6~~.7)

[2021.02.20]

# 1 Introduction

This document provides information on [the](#) OpenCore user configuration file format used to set up the correct functioning of the macOS operating system. It is to be read as the official clarification of expected OpenCore behaviour. All deviations, if found in published OpenCore releases, shall be considered to be documentation or implementation [bugs](#) [flaws](#) which should be reported via the Acidanthera Bugtracker. An errata sheet is available in OpenCorePkg repository.

This document is structured as a specification and is not meant to provide a step-by-step guide to configuring an end-user Board Support Package (BSP). The intended audience of the document is anticipated to be programmers and engineers with a basic understanding of macOS internals and UEFI functionality. For these reasons, this document is available exclusively in English, and all other sources or translations of this document are unofficial and may contain errors.

Third-party articles, utilities, books, and similar, may be more useful for a wider audience as they could provide guide-like material. However, they are subject to their authors' preferences, tastes, misinterpretations of this document, and unavoidable obsolescence. In cases of using such sources, such as Dortania's OpenCore Install Guide and related material, please refer back to this document on every decision made and re-evaluate potential consequences.

Please note that regardless of the sources used, users are required to fully understand every OpenCore configuration option, and the principles behind them, before posting issues to the Acidanthera Bugtracker.

*Note:* Creating this document would not have been possible without the invaluable contributions from other people: Andrey1970, Goldfish64, dakanji, PMheart, and several others, with the full list available in OpenCorePkg history.

## 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 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~~multidata** — 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 Configuration

### 2.1 Configuration Terms

- **OC config** — OpenCore Configuration file in `plist` format named `config.plist`. It ~~has to provide~~ provides an extensible way to configure OpenCore and is structured to be separated into multiple named sections situated ~~in~~ under the root `plist` dictionary. These sections ~~are permitted to may~~ 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 the `#` symbol (e.g. `#Hello`) are also considered **valid keys** and while they behave as comments, effectively discarding their ~~value, which is values, they are~~ still required to be ~~a~~ valid valid `plist` ~~object~~ objects. All other `plist` keys are not valid, and their presence ~~yields to results in~~ 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~~ descriptions 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~~ descriptions (e.g. value range), or missing from the corresponding collection. Invalid ~~value~~ values ~~is are~~ 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~~ values, applying incompatible ~~value~~ values to the host system may ~~yield to result in~~ 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~~ Implementations shall prevent the boot process from ~~going any further until continuing until the~~ next host system boot. It is ~~allowed permitted~~, but not required ~~to perform cold reboot or show any warning message, to execute cold reboots or to show warning messages in such cases~~.
- **undefined behaviour** — behaviour not prescribed by this document. ~~Implementation is allowed to~~ Implementations may take any measures including, but not limited to, measures associated with **fatal behaviour**, ~~assuming any states or values, or ignoring, unless these measures negatively affect system security in general~~ assumptions of any state or value, or disregarding any associated states or values. This is however subject to such measures not negatively impacting upon system integrity.

### 2.2 Configuration Processing

The **OC config** file is guaranteed to be processed at least once if ~~it was~~ found. Depending on OpenCore bootstrapping mechanism, the presence of multiple **OC config** files may lead to ~~reading the reading of~~ any of them. ~~No~~ It is permissible for no **OC Config** ~~may file to~~ be present on disk, ~~in which case all the values read~~. In such cases, if the implementation does not abort the boot process, all values shall follow the rules of **invalid** ~~value~~ values and **optional** ~~value~~ values.

The **OC config** ~~has file~~ has restrictions on size, nesting, ~~and key amount limitations~~, levels, and number of keys:

- The **OC config** ~~size does not exceed file size shall not exceed~~ 1632 MBs.
- The **OC config** ~~has no more than file shall not have more than~~ 832 nesting levels.
- The **OC config** ~~has up to file may have up to~~ 1638432,768 XML nodes ~~(i. e. one within each plist object~~ One `plist` dictionary item is counted as a pair of nodes ~~) within each plist object.~~

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

- ~~files non-conformant to~~ **OC config** files that do not conform to `plist`DTD PLIST 1.0.
- **OC config** files with unsupported or non-conformant `plist` objects found in this document.

- ~~files violating OC config files violating restrictions on~~ size, nesting ~~, and key amount limitations levels, and~~ number of keys.

It is recommended, but not required, to abort loading malformed OC config ~~and files and to~~ continue as if ~~no an~~ OC config ~~was file is not~~ present. For forward compatibility, it is recommended, but not required, for the implementation to warn about the use of invalid values. ~~Recommended practice of~~

~~The recommended practice for~~ 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>)
plist integer	0 (<integer>0</integer>)
plist boolean	False (<false/>)
plist tristate	False (<false/>)

## 2.3 Configuration Structure

~~The OC config file is separated into following sections, which are subsections, as~~ described in separate sections of this document. ~~By default it is tried to not enable anything and optionally-, and is designed so as to attempt not to enable anything by default as well as to~~ provide kill switches ~~with via an~~ Enable property for plist dict entries ~~. In general the configuration is written idiomatically to group similar actions in subsections that represent optional plugins and similar.~~

~~The file is structured to group related elements in subsections as follows:~~

- Add provides support for data addition. Existing data will not be overridden, and needs to be handled separately with Delete if necessary.
- Delete provides support for data removal.
- Patch provides support for data modification.
- Quirks provides support for specific hacks.

Root configuration entries consist of the following:

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

~~It is possible to perform basic validation of the configuration by using~~ Basic validation of an OC config file is possible using the ocvalidate utility. Please note ~~, that that the version of~~ ocvalidate ~~used~~ must match the ~~used~~ OpenCore release and ~~may not be able to that~~ notwithstanding this, it may not detect all configuration ~~flaws present in the~~ issues present in an OC config file.

~~Note: Currently most properties try to have defined values even if~~ To maintain system integrity, properties typically have predefined values even when such predefined values are not specified in the ~~configuration for safety reasons. This behaviour should not be relied upon, and all fields must be properly~~ OC config file. However, all properties must be explicitly specified in the ~~configuration~~ OC config file and this behaviour should not be relied on.

## 3 Setup

### 3.1 Directory Structure

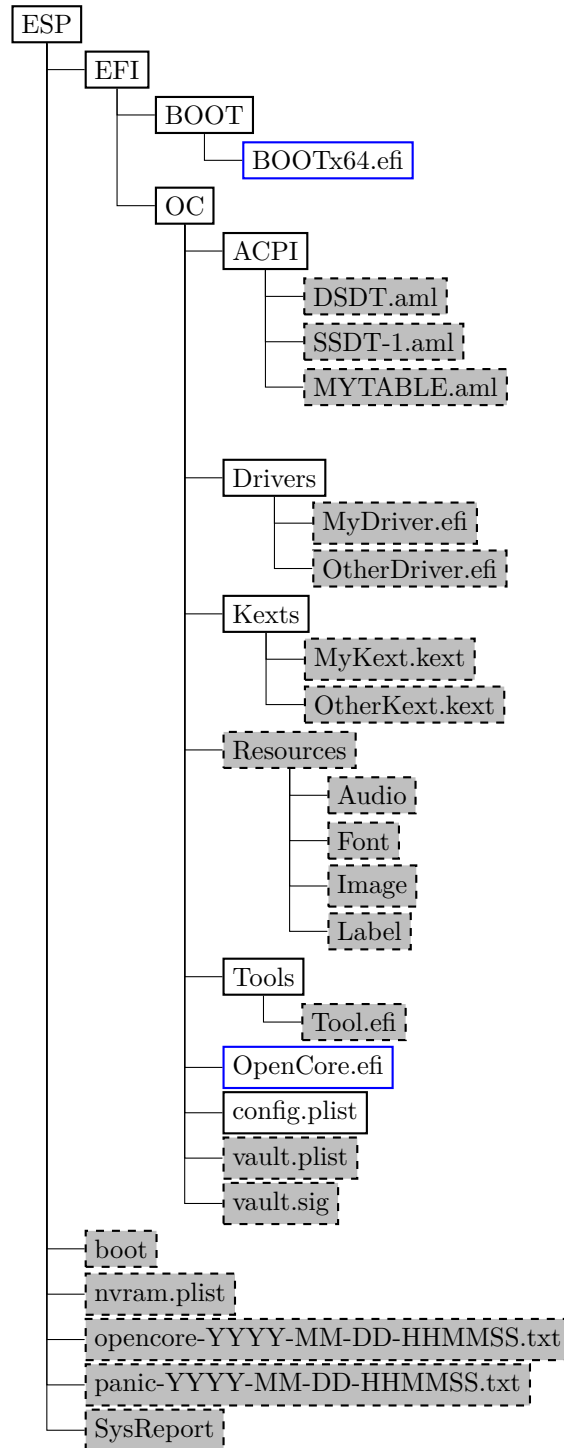


Figure 1. Directory Structure

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

- `BOOTx64.efi` or `BOOTIa32.efi`  
Initial bootstrap loaders, which load `OpenCore.efi`. `BOOTx64.efi` is loaded by the firmware by default according to UEFI specification, yet the UEFI specification. However, it can also be renamed and put ~~to in~~ a custom location to ~~let OpenCore~~ allow OpenCore to coexist with operating systems using `BOOTx64.efi` as their own

loaders (e.g. Windows); ~~see~~. [See the LauncherOption property](#) for more details.

- **boot**  
Duet bootstrap loader, which initialises [the](#) UEFI environment on legacy BIOS firmware and loads `OpenCore.efi` similarly to other bootstrap loaders. ~~Modern~~ [A modern](#) Duet bootstrap loader will default to `OpenCore.efi` on the same partition when present.
- **ACPI**  
Directory used for storing supplemental ACPI information for [the](#) ACPI section.
- **Drivers**  
Directory used for storing supplemental UEFI drivers for UEFI section.
- **Kexts**  
Directory used for storing supplemental kernel information for [the](#) Kernel section.
- **Resources**  
Directory used for storing media resources ~~;~~ such as audio files for screen reader support. See [the](#) UEFI Audio Properties section for more details. This directory also contains image files for graphical user interface. See [the](#) OpenCanopy section for more details.
- **Tools**  
Directory used for storing supplemental tools.
- **OpenCore.efi**  
Main booter application responsible for operating system loading. The directory `OpenCore.efi` resides [in](#) is called the root directory. ~~By default root directory~~ [, which](#) is set to `EFI\OC` ~~;~~ ~~however, when by default.~~ [When](#) launching `OpenCore.efi` directly or through a custom launcher [however](#), other directories containing `OpenCore.efi` ~~can also be~~ [files are also](#) supported.
- **config.plist**  
OC Config.
- **vault.plist**  
Hashes for all files potentially loadable by OC Config.
- **vault.sig**  
Signature for `vault.plist`.
- **SysReport**  
Directory containing system reports generated by SysReport option.
- **nvram.plist**  
OpenCore variable import file.
- **opencore-YYYY-MM-DD-HHMMSS.txt**  
OpenCore log file.
- **panic-YYYY-MM-DD-HHMMSS.txt**  
Kernel panic log file.

*Note:* It is not guaranteed that paths longer than `OC_STORAGE_SAFE_PATH_MAX` (128 characters including [the](#) 0-terminator) will be accessible within OpenCore.

## 3.2 Installation and Upgrade

To install OpenCore ~~reflect~~ [, replicate](#) the Configuration Structure described in the previous section ~~on a~~ [in the](#) EFI volume of a GPT partition. While corresponding sections of this document ~~do~~ provide some information regarding external resources such as 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 [the](#) OpenCore repository. Vaulting information is provided in [the](#) Security Properties section of this document.

[The](#) OC config ~~;~~ ~~just like any property lists file, as with any property list file,~~ can be edited with any ~~stock textual editor (e.g. nano, vim), but~~ [text editor, such as nano or vim.](#) ~~However,~~ specialised software may provide [a](#) better experience. On macOS, the preferred GUI application is Xcode. For a lightweight cross-platform and open-source alternative, [the](#) ProperTree editor can be utilised.

For BIOS booting, a third-party UEFI environment provider ~~will have to be used. is required and~~ `OpenDuetPkg` is one ~~of the known UEFI environment providers~~ [such UEFI environment provider](#) for legacy systems. To run OpenCore on such a legacy system, `OpenDuetPkg` can be installed with a dedicated tool — `BootInstall` (bundled with OpenCore). Third-party utilities can be used to perform this on systems other than macOS.

For upgrade purposes ~~refer to~~ [, refer to the](#) `Differences.pdf` document ~~;~~ ~~providing the information about the changes~~

~~affecting the configuration~~ which provides information about changes to the configuration (as compared to the previous release, and) as well as to the Changelog.md document ,containing the (which contains a list of modifications across all published updates).

### 3.3 Contribution

OpenCore can be compiled as ~~an ordinary a standard~~ EDK II package . Since UDK development was abandoned by TianoCore, OpenCore requires the use of and requires the EDK II Stable ~~. Currently package. The currently~~ supported EDK II release is hosted in acidanthera/audk. ~~The required patches for the package are present in Required patches for this package can be found in the~~ Patches directory.

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

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

---

```
git clone --depth=1 https://github.com/acidanthera/audk UDK
cd UDK
git submodule update --init --recommend-shallow
git clone --depth=1 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

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 the UDK root:

---

```
-I/UefiPackages/MdePkg
-I/UefiPackages/MdePkg/Include
-I/UefiPackages/MdePkg/Include/X64
-I/UefiPackages/MdeModulePkg
-I/UefiPackages/MdeModulePkg/Include
-I/UefiPackages/MdeModulePkg/Include/X64
-I/UefiPackages/OpenCorePkg/Include/AMI
-I/UefiPackages/OpenCorePkg/Include/Acidanthera
-I/UefiPackages/OpenCorePkg/Include/Apple
-I/UefiPackages/OpenCorePkg/Include/Apple/X64
-I/UefiPackages/OpenCorePkg/Include/Duet
-I/UefiPackages/OpenCorePkg/Include/Generic
-I/UefiPackages/OpenCorePkg/Include/Intel
-I/UefiPackages/OpenCorePkg/Include/Microsoft
-I/UefiPackages/OpenCorePkg/Include/VMware
-I/UefiPackages/OvmfPkg/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
-DOC_TARGET_NOOPT=1
-DNO_MSABI_VA_FUNCS=1
```

---

Listing 2: ECC Configuration

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

### 3.4 Coding conventions

As with any other project, we have conventions that we follow during development. All third-party contributors are advised to adhere to the conventions listed below before submitting patches. To minimise abortive work and the potential rejection of submissions, third-party contributors should initially raise issues to the Acidanthera Bugtracker for feedback before submitting patches.

**Organisation.** The codebase is contained in the `OpenCorePkg` repository, which is the primary EDK II package.

- Whenever changes are required in multiple repositories, separate pull requests should be sent to each.
- Committing the changes should happen firstly to dependent repositories, secondly to primary repositories to avoid automatic build errors.
- Each unique commit should compile with `XCODE5` and preferably with other toolchains. In the majority of the cases it can be checked by accessing the CI interface. Ensuring that static analysis finds no warnings is preferred.
- External pull requests and tagged commits must be validated. That said, commits in master may build but may not necessarily work.
- Internal branches should be named as follows: `author-name-date`, e.g. `vit9696-ballooning-20191026`.
- Commit messages should be prefixed with the primary module (e.g. library or code module) the changes were made in. For example, `OcGuardLib: Add OC_ALIGNED macro`. For non-library changes `Docs` or `Build` prefixes are used.

**Design.** The codebase is written in a subset of freestanding C11 (C17) supported by most modern toolchains used by EDK II. Applying common software development practices or requesting clarification is recommended if any particular case is not discussed below.

- Never rely on undefined behaviour and try to avoid implementation defined behaviour unless explicitly covered below (feel free to create an issue when a relevant case is not present).
- Use `OcGuardLib` to ensure safe integral arithmetics avoiding overflows. Unsigned wraparound should be relied on with care and reduced to the necessary amount.
- Check pointers for correct alignment with `OcGuardLib` and do not rely on the architecture being able to dereference unaligned pointers.
- Use flexible array members instead of zero-length or one-length arrays where necessary.
- Use static assertions (`STATIC_ASSERT`) for type and value assumptions, and runtime assertions (`ASSERT`) for precondition and invariant sanity checking. Do not use runtime assertions to check for errors as they should never alter control flow and potentially be excluded.
- Assume `UINT32/INT32` to be `int`-sized and use `%u`, `%d`, and `%x` to print them.
- Assume `UINTN/INTN` to be of unspecified size, and cast them to `UINT64/INT64` for printing with `%Lu`, `%Ld` and so on as normal.
- Do not rely on integer promotions for numeric literals. Use explicit casts when the type is implementation-dependent or suffixes when type size is known. Assume `U` for `UINT32` and `ULL` for `UINT64`.
- Do ensure unsigned arithmetics especially in bitwise maths, shifts in particular.
- `sizeof` operator should take variables instead of types where possible to be error prone. Use `ARRAY_SIZE` to obtain array size in elements. Use `L_STR_LEN` and `L_STR_SIZE` macros from `OcStringLib` to obtain string literal sizes to ensure compiler optimisation.
- Do not use `goto` keyword. Prefer early `return`, `break`, or `continue` after failing to pass error checking instead of nesting conditionals.



- Use EFIAPI, force UEFI calling convention, only in protocols, external callbacks between modules, and functions with variadic arguments.
- Provide inline documentation to every added function, at least describing its inputs, outputs, precondition, postcondition, and giving a brief description.
- Do not use RETURN\_STATUS. Assume EFI\_STATUS to be a matching superset that is to be always used when BOOLEAN is not enough.
- Security violations should halt the system or cause a forced reboot.

**Codestyle.** The codebase follows [the](#) EDK II codestyle with [a](#) few changes and clarifications.

- Write inline documentation for the functions and variables only once: in headers, where a header prototype is available, and inline for **static** variables and functions.
- Use line length of 120 characters or less, preferably 100 characters.
- Use spaces after casts, e.g. (VOID \*) (UINTN) Variable.
- Use two spaces to indent function arguments when splitting lines.
- Prefix public functions with either Oc or another distinct name.
- Do not prefix private **static** functions, but prefix private **non-static** functions with **Internal**.
- Use SPDX license headers as shown in acidanthera/bugtracker#483.

### 3.5 Debugging

The codebase incorporates EDK II debugging and few custom features to improve the experience.

- Use module prefixes, 2-5 letters followed by a colon (:), for debug messages. For OpenCorePkg use OC:, for libraries and drivers use their own unique prefixes.
- Do not use dots (.) in the end of debug messages and separate EFI\_STATUS, printed by %r, with a hyphen (e.g. OGRAM: Allocation of %u bytes failed - %r\n).
- Use DEBUG\_CODE\_BEGIN () and DEBUG\_CODE\_END () constructions to guard debug checks that may potentially reduce the performance of release builds and are otherwise unnecessary.
- Use DEBUG macro to print debug messages during normal functioning, and RUNTIME\_DEBUG for debugging after EXIT\_BOOT\_SERVICES.
- Use DEBUG\_VERBOSE debug level to leave debug messages for future debugging of the code, which are currently not necessary. By default DEBUG\_VERBOSE messages are ignored even in DEBUG builds.
- Use DEBUG\_INFO debug level for all non critical messages (including errors) and DEBUG\_BULK\_INFO for extensive messages that should not appear in NVRAM log that is heavily limited in size. These messages are ignored in RELEASE builds.
- Use DEBUG\_ERROR to print critical human visible messages that may potentially halt the boot process, and DEBUG\_WARN for all other human visible errors, RELEASE builds included.

~~When~~ ~~The~~ [git-bisect](#) [functionality](#) [may](#) [be](#) [useful](#) [when](#) trying to find ~~the problematic change it is useful to rely on~~ ~~git-bisect~~ [functionality](#). ~~There also are some unofficial resources that provide per-commit binary builds of OpenCore~~ [problematic changes](#). [Unofficial sources of per-commit OpenCore binary builds](#), such as Dortania, [may also be useful](#).

## 4 ACPI

### 4.1 Introduction

ACPI (Advanced Configuration and Power Interface) is an open standard to discover and configure computer hardware. ~~The~~ ACPI specification defines the standard tables (e.g. DSDT, SSDT, FACS, DMAR) and various methods (e.g. \_DSM, \_PRW) 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, the iASL compiler ~~can be used~~ developed by ACPICA ~~can be used~~. A GUI front-end to iASL compiler can be downloaded from Acidanthera/MaciASL.

ACPI changes apply globally (to every operating system) with the following effective order:

- Patch is processed.
- Delete is processed.
- Add is processed.
- Quirks are processed.

Applying the changes globally resolves the problems of incorrect operating system detection, which is not possible before the operating system boots according to the ACPI specification, operating system chainloading, and harder ACPI debugging. For this reason it may be required to carefully use \_OSI method when writing the changes.

Applying the patches early makes it possible to write so called “proxy” patches, where the original method is patched in the original table and is implemented in the patched table.

There are ~~many places providing several sources of~~ ACPI tables and workarounds. Commonly used ACPI tables are provided with OpenCore, VirtualSMC, VoodooPS2, and WhateverGreen releases. Besides those ~~there are~~, several third-party instructions ~~commonly found on AppleLife in may be found on the AppleLife~~ Laboratory and DSDT subforums (e.g. Battery register splitting guide). A slightly more user-friendly explanation of some tables included with OpenCore can also be found in Dortania’s Getting started with ACPI guide. For more exotic cases ~~there also are several other places including~~, there are several alternatives such as daliansky’s ACPI sample collection, ~~but~~. Note however that the quality of the suggested solutions will ~~vary from case to case~~ be variable.

### 4.2 Properties

#### 1. Add

**Type:** plist array

**Failsafe:** Empty

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

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

#### 2. Delete

**Type:** plist array

**Failsafe:** Empty

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

Designed to be filled with `plist dict` values, describing each delete entry. See the Delete 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 the Patch Properties section below.

#### 4. Quirks

**Type:** plist dict

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

## 4.3 Add Properties

1. Comment  
Type: plist string  
Failsafe: Emptystring  
Description: Arbitrary ASCII string used to provide human readable reference for the entry. ~~It is implementation defined whether~~ Whether this value is used is implementation defined.
2. Enabled  
Type: plist boolean  
Failsafe: false  
Description: ~~This ACPI table will not be added unless set~~ Set to true to add this ACPI table.
3. Path  
Type: plist string  
Failsafe: Emptystring  
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~~ apart from tables with a DSDT table identifier (determined by parsing data, not by filename) insert new tables into the ACPI stack. DSDT ~~unlike the rest, performs~~ tables perform a replacement of DSDT ~~table~~ tables instead.

## 4.4 Delete Properties

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

*Note:* ~~Make sure not to specify table signature~~ Do not use table signatures when the sequence ~~needs to must~~ be replaced in multiple places. ~~Especially~~ This is particularly relevant when performing different ~~kinds types~~ of renames.

## 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~~ Whether this value is used is implementation defined.
2. Count  
Type: plist integer  
Failsafe: 0 (Apply patch to all occurrences found)  
Description: Number of ~~patch occurrences to apply. 0 applies the patch to all occurrences found~~ occurrences to patch.
3. Enabled  
Type: plist boolean  
Failsafe: false  
Description: ~~This ACPI patch will not be used unless set~~ Set to true to apply this ACPI patch.
4. Find  
Type: plist data  
Failsafe: Empty ~~data~~  
Description: Data to find. Must be equal to Replace in size if set.
5. Limit  
Type: plist integer  
Failsafe: 0 (Search entire ACPI table)  
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~~ (Ignored)  
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~~ Must be equal to Replace in size ~~otherwise~~ if set.
7. OemTableId  
Type: plist data, 8 bytes  
Failsafe: All zero (Match any table OEM ID)  
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~~ (Ignored)  
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~~ Must be equal to Replace in size ~~otherwise~~ if set.
10. Skip  
Type: plist integer  
Failsafe: 0 (Do not skip any occurrences)  
Description: Number of found occurrences to ~~be skipped before replacement is done~~ skip before replacements are applied.
11. TableLength  
Type: plist integer  
Failsafe: 0 (Match any table size)  
Description: Match table size ~~to be~~ equal to this value ~~unless 0~~.
12. TableSignature

**Type:** plist data, 4 bytes

**Failsafe:** All zero ([Match any table signature](#))

**Description:** Match table signature ~~to be~~ equal to this value ~~unless all zero~~.

In ~~the majority of the cases~~ [most cases](#), ACPI patches are not useful and [are](#) harmful:

- Avoid renaming devices with ACPI patches. This may fail or perform improper renaming of unrelated devices (e.g. EC and ECO), be unnecessary, or even fail to rename devices in ~~select certain~~ tables. For ACPI consistency it is much safer to rename devices at [the](#) I/O Registry level, as done by WhateverGreen.
- ~~Try to avoid~~ [Avoid](#) patching \_OSI to support a higher ~~level of feature sets~~ [feature set level](#) whenever possible. ~~Commonly While~~ this enables a number of hacks on APTIO firmware, ~~which result in the need to add more it typically results in a need for additional~~ patches. Modern firmware generally does not need ~~it, and those that do are fine with much smaller patches this and smaller patches work well on firmware that does~~. However, laptop vendors ~~usually often~~ rely on this method to determine the availability of functions such as modern I2C input support, thermal adjustment and custom feature additions.
- Avoid patching embedded controller event \_Qxx just ~~for enabling to enable~~ brightness keys. The conventional process to find these keys usually involves ~~massive modification on DSDT and SSDTs and significant modifications to DSDT and SSDT files and in addition~~, the debug kext is not stable on newer systems. Please ~~switch to use~~ [the](#) built-in brightness key discovery ~~of in~~ BrightnessKeys instead.
- ~~Try to avoid hacky~~ [Avoid making ad hoc](#) changes such as renaming \_PRW or \_DSM whenever possible.

~~Several cases, where patching actually does make sense,~~ [Some cases where patching is actually useful](#) 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 [a](#) custom method implementation ~~with in within~~ an SSDT, ~~for instance,~~ to inject shutdown ~~fix fixes~~ on certain computers [for instance](#), the original method can be replaced with a dummy name by patching \_PTS with ZPTS and adding a callback to [the](#) original method.

[The](#) Tianocore AcpiAml.h source file may help [with better](#) understanding ACPI opcodes.

*Note:* Patches of different Find and Replace lengths are unsupported as they may corrupt ACPI tables and make the system unstable due to area relocation. If such changes are needed, the utilisation of “proxy” patching or the padding of NOP to the remaining area ~~might be taken into account~~ [could be considered](#).

## 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.

Mainly required on legacy hardware and ~~few a few newer~~ laptops. Can also fix power-button shortcuts. 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 [the](#) underlying firmware implementation. Among the position-independent code, ACPI tables may contain [the](#) physical addresses of MMIO areas used for device configuration,

usually grouped ~~in regions by region~~ (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 results in~~ the shift of the addresses in ~~the~~ aforementioned `OperationRegion` constructions.

For this reason ~~it is very dangerous to apply any kind of~~ the application of modifications to ACPI tables ~~. The most reasonable is extremely risky. The best~~ approach is to make as few as possible changes to ACPI ~~and try to not replace tables and to avoid replacing any tables, especially DSDT particularly DSDT tables.~~ When this ~~is not possible, then at least attempt to ensure that custom DSDT is cannot be avoided, ensure that any custom DSDT tables are~~ based on the most recent DSDT ~~or remove writes and reads tables or attempt to remove reads and writes~~ 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 is not a magic bullet however~~, and only works with ~~most common the most typical~~ cases. Do not use unless absolutely required ~~as it can have the opposite effect on certain platforms and result in boot failures.~~

#### 4. `ResetHwSig`

**Type:** plist boolean

**Failsafe:** false

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

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

## 5 Booter

### 5.1 Introduction

This section allows ~~to apply different kinds~~ the application of different types of UEFI modifications ~~on to operating system bootloaders, primarily the~~ Apple bootloader (`boot.efi`). The modifications currently provide various patches and environment alterations for different firmware types. Some of these features were originally implemented as a part of `AptioMemoryFix.efi`, which is no longer maintained. ~~See~~ Refer to the Tips and Tricks section for ~~migration steps~~instructions on migration.

If this is used for the first time on ~~a~~ customised firmware, ~~there is a list of checks to do first. Prior to starting,~~ the following requirements should be ~~fulfilled~~met before starting:

- Most up-to-date UEFI firmware (check the motherboard vendor website).
- Fast Boot and Hardware Fast Boot disabled in firmware settings if present.
- Above 4G Decoding or similar enabled in firmware settings if present. Note ~~that on some motherboards~~(notably, notably the ASUS WS-X299-PRO) ~~this option causes adverse effects~~, this option results in adverse effects and must be disabled. While no other motherboards with the same issue are known, this option should be checked first whenever erratic boot failures are encountered.
- DisableIoMapper quirk enabled, or VT-d disabled in firmware settings if present, or ACPI DMAR table deleted.
- No ‘slide’ boot argument present in NVRAM or anywhere else. It is not necessary unless the system cannot be booted at all or No slide values are usable! Use custom slide! message can be seen in the log.
- CFG Lock (MSR 0xE2 write protection) disabled in firmware settings if present. Consider patching it if no option is available (for advanced users only). See `VerifyMsR2` notes for more details.
- CSM (Compatibility Support Module) disabled in firmware settings if present. On NVIDIA 6xx/AMD 2xx or older, GOP ROM may have to be flashed first. Use `GopUpdate` (see the second post) or AMD UEFI GOP MAKER in case of any potential confusion.
- EHCI/XHCI Hand-off enabled in firmware settings only if boot stalls unless USB devices are disconnected.
- VT-x, Hyper Threading, Execute Disable Bit enabled in firmware settings if present.
- While it may not be required, sometimes Thunderbolt support, Intel SGX, and Intel Platform Trust may have to be disabled in firmware settings present.

When debugging sleep issues, Power Nap and automatic power off ~~may be (temporarily) disabled,~~ (which appear to sometimes cause wake to black screen or boot loop issues on older platforms. ~~The particular~~) may be temporarily disabled. The specific issues may vary, but ~~in general generally~~ ACPI tables should be looked ~~up at~~ first. Here is an example of a bug found in some Z68 motherboards. To turn Power Nap and the others off, run the following commands in Terminal:

---

```
sudo pmset autopoweroff 0
sudo pmset powernap 0
sudo pmset standby 0
```

---

*Note:* These settings may ~~reset at hardware change~~ be reset by hardware changes and in certain other circumstances. To view their current state ~~use,~~ use the `pmset -g` command in Terminal.

### 5.2 Properties

#### 1. MmioWhitelist

**Type:** plist array

**Description:** Designed to be filled with `plist dict` values, describing addresses critical for particular firmware functioning when `DevirtualiseMmio` quirk is in use. See the MmioWhitelist Properties section below.

#### 2. Patch

**Type:** plist array

**Failsafe:** Empty

**Description:** Perform binary patches in booter.

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



### 3. Quirks

**Type:** plist dict

**Description:** Apply individual booter quirks described in [the](#) Quirks Properties section below.

## 5.3 MmioWhitelist Properties

### 1. Address

**Type:** plist integer

**Failsafe:** 0

**Description:** Exceptional MMIO address, which memory descriptor should be left virtualised (unchanged) by DevirtualiseMmio. This means that the firmware will be able to directly communicate with this memory region during operating system functioning, because the region this value is in will be assigned a virtual address.

The addresses written here must be part of the memory map, have EfiMemoryMappedIO type and EFI\_MEMORY\_RUNTIME attribute (highest bit) set. ~~To~~ [The debug log can be used to](#) find the list of the candidates~~the debug log can be used.~~

### 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~~ [Whether](#) this value is used [is implementation defined](#).

### 3. Enabled

**Type:** plist boolean

**Failsafe:** false

**Description:** ~~This address will be devirtualised unless set to true~~ [Exclude MMIO address from the devirtualisation procedure](#).

## 5.4 Patch Properties

### 1. Arch

**Type:** plist string

**Failsafe:** Any ([Apply to any supported architecture](#))

**Description:** Booter patch architecture (~~Any~~, i386, x86\_64).

### 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~~ [Whether](#) this value is used [is implementation defined](#).

### 3. Count

**Type:** plist integer

**Failsafe:** 0 ([Apply to all occurrences found](#))

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

### 4. Enabled

**Type:** plist boolean

**Failsafe:** false

**Description:** ~~This booter patch will not be used unless set~~ [Set to true to activate this booter patch](#).

### 5. Find

**Type:** plist data

**Failsafe:** Empty~~data~~

**Description:** Data to find. ~~This must~~ [Must be](#) equal to Replace in size [if set](#).

### 6. Identifier

**Type:** plist string

**Failsafe:** ~~Empty string~~ [Any \(Match any booter\)](#)

**Description:** Apple for macOS booter (generally boot.efi); or a name with ~~suffix (e.g. a suffix, such as bootmgfw.efi)~~ [for a specific booter](#); ~~or Any / empty string (failsafe) to match any booter~~.

7. Limit
 

**Type:** plist integer  
**Failsafe:** 0 ([Search the entire booter](#))  
**Description:** Maximum number of bytes to search for. ~~Can be set to 0 to look through the whole booter.~~
8. Mask
 

**Type:** plist data  
**Failsafe:** Empty ~~data~~ ([Ignored](#))  
**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~~ [Must be](#) equal to Find in size ~~otherwise~~ [if set](#).
9. Replace
 

**Type:** plist data  
**Failsafe:** Empty ~~data~~  
**Description:** Replacement data of one or more bytes.
10. ReplaceMask
 

**Type:** plist data  
**Failsafe:** Empty ~~data~~ ([Ignored](#))  
**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~~ [Must be](#) equal to Replace in size ~~otherwise~~ [if set](#).
11. Skip
 

**Type:** plist integer  
**Failsafe:** 0 ([Do not skip any occurrences](#))  
**Description:** Number of found occurrences to ~~be skipped before replacement is done~~ [skip before replacements are applied](#).

## 5.5 Quirks Properties

1. AllowRelocationBlock
 

**Type:** plist boolean  
**Failsafe:** false  
**Description:** Allows booting macOS through a relocation block.

~~Relocation~~ [The relocation](#) block is a scratch buffer allocated in [the](#) lower 4 GB ~~to be~~ used for loading the kernel and related structures by EfiBoot on ~~firmwares where lower memory~~ [firmware where the lower memory region](#) is otherwise occupied by ~~the (assumed to be)~~ [\(assumed\)](#) non-runtime data. Right before kernel startup, the relocation block is copied back to lower addresses. Similarly, all the other addresses pointing to [the](#) relocation block are also carefully adjusted. ~~Relocation~~ [The relocation](#) block can be used when:

- No better slide exists (all the memory is used)
- `slide=0` is forced (by an argument or safe mode)
- KASLR (slide) is unsupported (this is macOS 10.7 or older)

This quirk requires `ProvideCustomSlide` to also be enabled and ~~generally~~ [typically](#) needs `AvoidRuntimeDefrag` to [be set for this to](#) work correctly. Hibernation is not supported when booting with a relocation block (but relocation block is not always used when the quirk is enabled).

*Note:* While this quirk is required to run older macOS versions on platforms with used lower memory, it is not compatible with some hardware and macOS 11. In ~~this case one may try to use~~ [such cases, consider using](#) `EnableSafeModeSlide` instead.

2. AvoidRuntimeDefrag
 

**Type:** plist boolean  
**Failsafe:** false  
**Description:** Protect from boot.efi runtime memory defragmentation.

This option fixes UEFI runtime services (date, time, NVRAM, power control, etc.) support on firmware that uses SMM backing for ~~select~~ [certain](#) services such as variable storage. SMM may try to access ~~physical addresses, but they get memory by physical addresses in non-SMM areas but this may sometimes have been~~ moved by boot.efi. [This option prevents boot.efi from moving such data.](#)

*Note:* Most types of firmware, apart from Apple and VMware, need this quirk.

### 3. DevirtualiseMmio

**Type:** plist boolean

**Failsafe:** false

**Description:** Remove runtime attribute from ~~select~~ certain MMIO regions.

This ~~option reduces~~ quirk reduces the stolen memory footprint ~~from~~ in the memory map by removing the runtime bit for known memory regions. This quirk may result in ~~the~~ an increase of KASLR slides available ~~;~~ but without additional measures, it is not necessarily compatible with the target board ~~without additional measures.~~ In general this frees from. This quirk typically frees between 64 to and 256 megabytes of memory (, present in the debug log), and on some platforms ~~it~~ , is the only way to boot macOS, which otherwise fails with allocation ~~error at~~ errors at the bootloader stage.

This option is ~~generally~~ useful on all types of firmware, except for some very old ones such as Sandy Bridge. On ~~some types of~~ certain firmware, a list of addresses that need virtual addresses for proper NVRAM and hibernation functionality may be required. Use the `MmioWhitelist` section for this.

### 4. DisableSingleUser

**Type:** plist boolean

**Failsafe:** false

**Description:** Disable single user mode.

This is a security option that restricts the activation of single user mode by ignoring the `CMD+S` hotkey and the `-s` boot argument. The behaviour with this quirk enabled is supposed to match T2-based model behaviour. Refer to this archived article to understand how to use single user mode with this quirk enabled.

### 5. DisableVariableWrite

**Type:** plist boolean

**Failsafe:** false

**Description:** Protect from macOS NVRAM write access.

This is a security option that restricts NVRAM access in macOS. This quirk requires `OC_FIRMWARE_RUNTIME` protocol implemented in `OpenRuntime.efi`.

*Note:* This quirk can also be used as an ~~ugly workaround to buggy~~ ad hoc workaround for flawed UEFI runtime services implementations that ~~fail~~ are unable to write variables to NVRAM and ~~break the rest of the operating system results in operating system failures.~~

### 6. DiscardHibernateMap

**Type:** plist boolean

**Failsafe:** false

**Description:** Reuse original hibernate memory map.

This option forces the XNU kernel to ignore a newly supplied memory map and assume that it did not change after waking from hibernation. This behaviour is required ~~to work by Windows,~~ which mandates to by Windows to work. Windows mandates preserve ~~preserving~~ runtime memory size and location after S4 wake.

*Note:* This may be used to workaround ~~buggy memory maps on older hardware, and is now considered rare legacy~~ flawed memory map implementations on older, rare legacy hardware. Examples of such hardware are Ivy Bridge laptops with Insyde firmware ~~;~~ such as such as the Acer V3-571G. Do not use this ~~unless a complete option without a full~~ understanding of the ~~consequences can be ensured~~ implications.

### 7. EnableSafeModeSlide

**Type:** plist boolean

**Failsafe:** false

**Description:** Patch bootloader to have KASLR enabled in safe mode.

This option is relevant to ~~the users that have users with~~ issues booting to safe mode (e.g. by holding `shift` or ~~using with using the~~ `-x` boot argument). By default, safe mode forces 0 slide as if the system was launched with the `slide=0` boot argument. This quirk ~~tries attempts~~ to patch `boot.efi` to ~~lift that remove this~~ limitation and let some other value (from 1 to 255) be used. This quirk requires enabling `ProvideCustomSlide` ~~to be enabled~~.

*Note:* The ~~necessity of this quirk is determined by safe mode availability. If need for this option is dependent on the availability of safe mode. It can be enabled when booting to safe mode fails, this option can be tried to be enabled.~~

#### 8. EnableWriteUnprotector

**Type:** plist boolean

**Failsafe:** false

**Description:** Permit write access to UEFI runtime services code.

This option bypasses R~~X~~ permissions in code pages of UEFI runtime services by removing write protection (WP) bit from CR0 register during their execution. This quirk requires OC\_FIRMWARE\_RUNTIME protocol implemented in OpenRuntime.efi.

*Note:* This quirk may potentially weaken firmware security, ~~please~~. Please use RebuildAppleMemoryMap if the firmware supports memory attributes table (MAT). Refer to the OCABC: MAT support is 1/0 log entry to determine whether MAT is supported.

#### 9. ForceExitBootServices

**Type:** plist boolean

**Failsafe:** false

**Description:** Retry ExitBootServices with new memory map on failure.

Try to ensure that the ExitBootServices call succeeds ~~even with outdated MemoryMap key argument by obtaining~~. If required, an outdated MemoryMap key argument can be used by obtaining the current memory map and retrying the ExitBootServices call.

*Note:* The ~~necessity of need for~~ this quirk is determined by early boot crashes of the firmware. Do not use this option without a full understanding of the ~~consequences~~ implications.

#### 10. ProtectMemoryRegions

**Type:** plist boolean

**Failsafe:** false

**Description:** Protect memory regions from incorrect access.

Some types of firmware incorrectly map ~~select certain~~ memory regions:

- The CSM region can be marked as boot services code, or data, which leaves it as free memory for XNU kernel.
- MMIO regions can be marked as reserved memory and stay unmapped, ~~but may~~. They may however be required to be accessible at runtime for NVRAM support.

This quirk attempts to fix various types of these regions, e.g. ACPI NVS for CSM or MMIO for MMIO.

*Note:* The ~~necessity of need for~~ this quirk is determined by artifacts, sleep wake issues, and boot failures. Only This quirk is typically only required by very old firmware ~~typically need this quirk~~.

#### 11. ProtectSecureBoot

**Type:** plist boolean

**Failsafe:** false

**Description:** Protect UEFI Secure Boot variables from being written.

Reports security violation during attempts to write to db, dbx, PK, and KEK variables from the operating system.

*Note:* This quirk ~~mainly~~ attempts to avoid issues with NVRAM implementations with ~~problematic defragmentation~~ fragmentation issues, such as ~~select Insyde or on the MacPro5,1 as well as on certain Insyde firmware without garbage collection or with faulty garbage collection.~~

#### 12. ProtectUefiServices

**Type:** plist boolean

**Failsafe:** false

**Description:** Protect UEFI services from being overridden by the firmware.

Some modern firmware, including on virtual machines such as VMware, may update pointers to UEFI services during driver loading and related actions. ~~Consequently~~ Consequently, this directly breaks other quirks that

affect memory management, such as `DevirtualiseMmio`, `ProtectMemoryRegions`, or `RebuildAppleMemoryMap`, and may also break other quirks depending on the ~~effects of these~~scope of such.

*Note:* On VMware, the need for this quirk may be ~~diagnosed by~~determined by the appearance of the “Your Mac OS guest might run unreliably with more than one virtual core.” message.

### 13. `ProvideCustomSlide`

**Type:** plist boolean

**Failsafe:** false

**Description:** Provide custom KASLR slide on low memory.

This option performs memory map analysis of the firmware and checks whether all slides (from 1 to 255) can be used. As `boot.efi` generates this value randomly with `rdrand` or pseudo randomly `rdtsc`, there is a chance of boot failure when it chooses a conflicting slide. In ~~ease cases where~~potential conflicts exist, this option forces macOS to ~~use select~~a pseudo random value among the available ones from the available values. This also ensures that ~~the slide=~~argument is never passed to the operating system (for security reasons).

*Note:* The ~~necessity of need for~~this quirk is determined by the OCABC: Only N/256 slide values are usable! message in the debug log. ~~If the message is present, this option is to be enabled.~~

### 14. `ProvideMaxSlide`

**Type:** plist integer

**Failsafe:** 0

**Description:** Provide maximum KASLR slide when higher ones are unavailable.

This option overrides the maximum slide of 255 by a user specified value between 1 and 254 ~~inclusive~~(inclusive) when `ProvideCustomSlide` is enabled. It is ~~believed assumed~~that modern firmware allocates pool memory from top to bottom, effectively resulting in free memory when slide scanning is used later as temporary memory during kernel loading. When such memory is not available, this option ~~can stop stops~~the evaluation of higher slides.

*Note:* The ~~necessity of need for~~this quirk is determined by random boot failure failures when `ProvideCustomSlide` is enabled and the randomized slide ~~fall falls~~into the unavailable range. When `AppleDebug` is enabled, usually the debug log may contain messages such as AAPL: [EBI 'LD:LKC'] } Err(0x9). To find the optimal value, ~~manually~~append slide=X to , where X is the slide value, to the boot-args and log select the largest one that will does not result in boot failures.

### 15. `RebuildAppleMemoryMap`

**Type:** plist boolean

**Failsafe:** false

**Description:** Generate ~~Memory Map compatible with macOS~~macOS compatible Memory Map.

The Apple kernel has several limitations ~~in parsing on parsing the~~UEFI memory map:

- The Memory map size must not exceed 4096 bytes as the Apple kernel maps it as a single 4K page. ~~Since As~~some types of firmware can have very large memory maps, potentially over 100 entries, the Apple kernel will crash on boot.
- The Memory attributes table is ignored. `EfiRuntimeServicesCode` memory statically gets RX permissions ~~and while~~all other memory types get RW permissions. ~~Since As~~some firmware drivers may write to global variables at runtime, the Apple kernel will crash at calling UEFI runtime services , unless unless the driver .data section has a EfiRuntimeServicesData type.

To workaround these limitations, this quirk applies memory attribute table permissions to the memory map passed to the Apple kernel and optionally attempts to unify contiguous slots of similar types if the resulting memory map exceeds 4 KB.

*Note 1:* Since several types of firmware come with incorrect memory protection tables, this quirk often comes paired with `SyncRuntimePermissions`.

*Note 2:* The ~~necessity of need for~~this quirk is determined by early boot failures. This quirk replaces `EnableWriteUnprotector` on firmware supporting Memory Attribute Tables (MAT). This quirk is usually unnecessary when using `OpenDuetPkg` ~~but~~may be required to boot macOS 10.6, and earlier, for reasons that are not clear as yet unclear.

16. SetupVirtualMap

**Type:** plist boolean

**Failsafe:** false

**Description:** Setup virtual memory at SetVirtualAddresses.

Some types of firmware access memory by virtual addresses after a SetVirtualAddresses call, resulting in early boot crashes. This quirk workarounds the problem by performing early boot identity mapping of assigned virtual addresses to physical memory.

*Note:* The ~~necessity of~~ need for this quirk is determined by early boot failures. ~~Currently, new firmware with memory protection support (such as OVMF) do not support this quirk. See acidanthera/bugtracker/#719.~~

17. SignalAppleOS

**Type:** plist boolean

**Failsafe:** false

**Description:** Report macOS being loaded through OS Info for any OS.

This quirk is useful on Mac firmware, which behaves differently ~~in~~ for different OS. For example, it is supposed to enable Intel GPU in Windows and Linux in some dual-GPU MacBook models.

18. SyncRuntimePermissions

**Type:** plist boolean

**Failsafe:** false

**Description:** Update memory permissions for the runtime environment.

Some types of firmware fail to properly handle runtime permissions:

- They incorrectly mark OpenRuntime as not executable in the memory map.
- They incorrectly mark OpenRuntime as not executable in the memory attributes table.
- They lose entries from the memory attributes table after OpenRuntime is loaded.
- They mark items in the memory attributes table as read-write-execute.

This quirk tries to update memory map and memory attributes table to correct this.

*Note:* The need for this quirk is indicated by early boot failures. Only firmware released after 2017 is typically affected.

## 6 DeviceProperties

### 6.1 Introduction

Device configuration is provided to macOS with a dedicated buffer, called `EfiDevicePathPropertyDatabase`. 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
```

---

Device properties are part of the `IODeviceTree` (gIODT) plane of [the](#) macOS I/O Registry. This plane has several construction stages relevant for the platform initialisation. While the early construction stage is performed by the XNU kernel in the `IODeviceTreeAlloc` method, the majority of the construction is performed by the platform expert, implemented in `AppleACPIPlatformExpert.kext`.

`AppleACPIPlatformExpert` incorporates two stages of `IODeviceTree` construction implemented by calling `AppleACPIPlatformExpert::mergeDeviceProperties`:

1. During ACPI table initialisation through the recursive ACPI namespace scanning by the calls to `AppleACPIPlatformExpert::createDTNubs`.
2. During IOService registration (`IOServices::registerService`) callbacks implemented as a part of `AppleACPIPlatformExpert::platformAdjustService` function and its private worker method `AppleACPIPlatformExpert::platformAdjustPCIDevice` specific to the PCI devices.

The application of the stages depends on the device presence in ACPI tables. The first stage applies very early but exclusively to the devices present in ACPI tables. The second stage applies to all devices much later after the PCI configuration and may repeat the first stage if the device was not present in ACPI.

For all kernel drivers, ~~which that~~ may inspect the `IODeviceTree` plane without probing, [such as Lilu and its plugins](#) (e.g. ~~Lilu and its plugins such as WhateverGreen~~ [it is particularly, it is especially](#) important to ensure device presence in the ACPI tables. ~~Failing A failure~~ to do so may result in **all kinds of erratic behaviour** caused by ignoring the injected device properties as they were not constructed at the first stage. See `SSDT-IMEI.dsl` and `SSDT-BRGO.dsl` for an example.

### 6.2 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+multidata` 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 deleted.

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

2. Delete

**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.

### 6.3 Common Properties

Some known properties include:

- `device-id`  
User-specified device identifier used for I/O Kit matching. Has 4 byte data type.



## 7 Kernel

### 7.1 Introduction

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

### 7.2 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 [the](#) 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.

To track the dependency order, inspect the `OSBundleLibraries` key in the `Info.plist` of the kext. Any kext mentioned in the `OSBundleLibraries` of the other kext must precede this kext.

*Note:* Kexts may have inner kexts (Plug-Ins) in their bundle. Each inner kext must be added separately.

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 [the](#) Block Properties section below.

3. Emulate

**Type:** plist dict

**Description:** Emulate ~~select~~ [certain](#) hardware in kernelspace via parameters described in [the](#) Emulate Properties section below.

4. Force

**Type:** plist array

**Failsafe:** Empty

**Description:** Load kernel drivers from system volume if they are not cached.

Designed to be filled with `plist dict` values, describing each driver. See [the](#) Force Properties section below. This section resolves the problem of injecting drivers that depend on other drivers, which are not cached otherwise. The issue normally affects older operating systems, where various dependency kexts, such as `IOAudioFamily` or `IONetworkingFamily` may not be present in the kernel cache by default. Kernel driver load order follows the item order in the array, thus the dependencies should be written prior to their consumers. **Force** happens before **Add**.

*Note:* The signature of the “forced” kernel drivers is not checked anyhow, making the use of this feature extremely dangerous and undesired for secure boot. This feature may not work on encrypted partitions in newer operating systems.

5. 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 [the](#) Patch Properties section below.

6. Quirks

**Type:** plist dict

**Description:** Apply individual kernel and driver quirks described in [the](#) Quirks Properties section below.

## 7. Scheme

**Type:** plist dict

**Description:** Define kernelspace operation mode via parameters described in [the](#) Scheme Properties section below.

## 7.3 Add Properties

### 1. Arch

**Type:** plist string

**Failsafe:** Any

**Description:** Kext architecture (Any, i386, x86\_64).

### 2. BundlePath

**Type:** plist string

**Failsafe:** Emptystring

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

### 3. Comment

**Type:** plist string

**Failsafe:** Emptystring

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

### 4. Enabled

**Type:** plist boolean

**Failsafe:** false

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

### 5. ExecutablePath

**Type:** plist string

**Failsafe:** Emptystring

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

### 6. MaxKernel

**Type:** plist string

**Failsafe:** Emptystring

**Description:** Adds kernel driver on specified macOS version or older.

Kernel version can be obtained with `uname -r` command, and should look like 3 numbers separated by dots, for example 18.7.0 is the kernel version for 10.14.6. Kernel version interpretation is implemented as follows:

$$\begin{aligned} ParseDarwinVersion(\kappa, \lambda, \mu) &= \kappa \cdot 10000 && \text{Where } \kappa \in (0, 99) \text{ is kernel version major} \\ &+ \lambda \cdot 100 && \text{Where } \lambda \in (0, 99) \text{ is kernel version minor} \\ &+ \mu && \text{Where } \mu \in (0, 99) \text{ is kernel version patch} \end{aligned}$$

Kernel version comparison is implemented as follows:

$$\begin{aligned} \alpha &= \begin{cases} ParseDarwinVersion(\text{MinKernel}), & \text{If MinKernel is valid} \\ 0 & \text{Otherwise} \end{cases} \\ \beta &= \begin{cases} ParseDarwinVersion(\text{MaxKernel}), & \text{If MaxKernel is valid} \\ \infty & \text{Otherwise} \end{cases} \\ \gamma &= \begin{cases} ParseDarwinVersion(\text{FindDarwinVersion}()), & \text{If valid "Darwin Kernel Version" is found} \\ \infty & \text{Otherwise} \end{cases} \\ f(\alpha, \beta, \gamma) &= \alpha \leq \gamma \leq \beta \end{aligned}$$

Here *ParseDarwinVersion* argument is assumed to be 3 integers obtained by splitting Darwin kernel version string from left to right by the . symbol. *FindDarwinVersion* function looks up Darwin kernel version by locating "Darwin Kernel Version  $\kappa.\lambda.\mu$ " string in the kernel image.

7. MinKernel  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Adds kernel driver on specified macOS version or newer.  
*Note:* Refer to [the](#) Add MaxKernel description for matching logic.
8. PlistPath  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Kext Info.plist path relative to bundle (e.g. Contents/Info.plist).

## 7.4 Block Properties

1. Arch  
**Type:** plist string  
**Failsafe:** Any  
**Description:** Kext block architecture (Any, i386, x86\_64).
2. Comment  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. ~~It is implementation defined whether~~ [Whether](#) this value is used [is implementation defined](#).
3. Enabled  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This kernel driver will not be blocked unless set to true.
4. Identifier  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Kext bundle identifier (e.g. com.apple.driver.AppleTyMCEDriver).
5. MaxKernel  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Blocks kernel driver on specified macOS version or older.  
*Note:* Refer to [the](#) Add MaxKernel description for matching logic.
6. MinKernel  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Blocks kernel driver on specified macOS version or newer.  
*Note:* Refer to [the](#) Add MaxKernel description for matching logic.

## 7.5 Emulate Properties

1. Cpuid1Data  
**Type:** plist data, 16 bytes  
**Failsafe:** All zero  
**Description:** Sequence of EAX, EBX, ECX, EDX values to replace CPUID (1) call in XNU kernel.

This property primarily serves for three needs:

- Enabling support of an unsupported CPU model (e.g. Intel Pentium).
- Enabling support of a CPU model that is not yet supported by a specific version of macOS which usually is old.
- Enabling XCPM support for an unsupported CPU variant.

*Note 1:* It may also be the case that the CPU model is supported but there is no power management supported (e.g. virtual machines). In this case, `MinKernel` and `MaxKernel` can be set to restrict CPU virtualisation and dummy power management patches to the particular macOS kernel version.

*Note 2:* Normally it is only the value of `EAX` that needs to be taken care of, since it represents the full CPUID. The remaining bytes are to be left as zeroes. Byte order is Little Endian, so for example, `C3 06 03 00` stands for CPUID `0x0306C3` (Haswell).

*Note 3:* For XCPM support it is recommended to use the following combinations.

- Haswell-E (`0x0306F2`) to Haswell (`0x0306C3`):  
Cpuid1Data: `C3 06 03 00 00 00 00 00 00 00 00 00 00 00 00 00`  
Cpuid1Mask: `FF FF FF FF 00 00 00 00 00 00 00 00 00 00 00 00`
- Broadwell-E (`0x0406F1`) to Broadwell (`0x0306D4`):  
Cpuid1Data: `D4 06 03 00 00 00 00 00 00 00 00 00 00 00 00 00`  
Cpuid1Mask: `FF FF FF FF 00 00 00 00 00 00 00 00 00 00 00 00`

*Note 4:* Note that the following configurations are unsupported by XCPM (at least out of the box):

- Consumer Ivy Bridge (`0x0306A9`) as Apple disabled XCPM for Ivy Bridge and recommends legacy power management for these CPUs. `_xcpm_bootstrap` should manually be patched to enforce XCPM on these CPUs instead of this option.
- Low-end CPUs (e.g. Haswell+ Pentium) as they are not supported properly by macOS. Legacy hacks for older models can be found in the `Special NOTES` section of [acidanthera/bugtracker#365](#).

## 2. Cpuid1Mask

**Type:** plist data, 16 bytes

**Failsafe:** All zero

**Description:** Bit mask of active bits in `Cpuid1Data`.

When each `Cpuid1Mask` bit is set to 0, the original CPU bit is used, otherwise set bits take the value of `Cpuid1Data`.

## 3. DummyPowerManagement

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.4

**Description:** Disables `AppleIntelCpuPowerManagement`.

*Note 1:* This option is a preferred alternative to `NullCpuPowerManagement.kext` for CPUs without native power management driver in macOS.

*Note 2:* While this option is usually needed to disable `AppleIntelCpuPowerManagement` on unsupported platforms, it can also be used to disable this kext in other situations (e.g. with `Cpuid1Data` left blank).

## 4. MaxKernel

**Type:** plist string

**Failsafe:** Empty string

**Description:** Emulates CPUID and applies `DummyPowerManagement` on specified macOS version or older.

*Note:* Refer to [the](#) Add `MaxKernel` description for matching logic.

## 5. MinKernel

**Type:** plist string

**Failsafe:** Empty string

**Description:** Emulates CPUID and applies `DummyPowerManagement` on specified macOS version or newer.

*Note:* Refer to [the](#) Add `MaxKernel` description for matching logic.

# 7.6 Force Properties

## 1. Arch

**Type:** plist string

**Failsafe:** Any

**Description:** Kext architecture (Any, i386, x86\_64).

2. BundlePath  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Kext bundle path (e.g. System/Library/Extensions/IONetworkingFamily.kext).
3. Comment  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Arbitrary ASCII string used to provide human readable reference for the entry. ~~It is implementation defined whether~~ Whether this value is used is implementation defined.
4. Enabled  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This kernel driver will not be added when not present unless set to true.
5. ExecutablePath  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Kext executable path relative to bundle (e.g. Contents/MacOS/IONetworkingFamily).
6. Identifier  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Kext identifier to perform presence checking before adding (e.g. com.apple.iokit.IONetworkingFamily). Only drivers which identifiers are not be found in the cache will be added.
7. MaxKernel  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Adds kernel driver on specified macOS version or older.  
*Note:* Refer to the Add MaxKernel description for matching logic.
8. MinKernel  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Adds kernel driver on specified macOS version or newer.  
*Note:* Refer to the Add MaxKernel description for matching logic.
9. PlistPath  
**Type:** plist string  
**Failsafe:** Emptystring  
**Description:** Kext Info.plist path relative to bundle (e.g. Contents/Info.plist).

## 7.7 Patch Properties

1. Arch  
**Type:** plist string  
**Failsafe:** Any  
**Description:** Kext patch architecture (Any, i386, x86\_64).
2. Base  
**Type:** plist string  
**Failsafe:** Empty string(Ignored)  
**Description:** Selects symbol-matched base for patch lookup (or immediate replacement) by obtaining the address of the provided symbol name. ~~Can be set to empty string to be ignored.~~
3. Comment  
**Type:** plist string  
**Failsafe:** Emptystring

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

4. Count  
**Type:** plist integer  
**Failsafe:** 0  
**Description:** Number of patch occurrences to apply. 0 applies the patch to all occurrences found.
5. Enabled  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This kernel patch will not be used unless set to true.
6. Find  
**Type:** plist data  
**Failsafe:** Empty ~~data~~ (Immediate replacement at Base)  
**Description:** Data to find. ~~Can be set to empty for immediate replacement at Base. Must~~ Must be equal to Replace in size ~~otherwise~~ if set.
7. Identifier  
**Type:** plist string  
**Failsafe:** Empty ~~string~~  
**Description:** Kext bundle identifier (e.g. com.apple.driver.AppleHDA) or kernel for kernel patch.
8. Limit  
**Type:** plist integer  
**Failsafe:** 0 (Search entire kext or kernel)  
**Description:** Maximum number of bytes to search for. ~~Can be set to 0 to look through the whole kext or kernel.~~
9. Mask  
**Type:** plist data  
**Failsafe:** Empty ~~data~~ (Ignored)  
**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~~ Must be equal to Replace in size ~~otherwise~~ if set.
10. MaxKernel  
**Type:** plist string  
**Failsafe:** Empty ~~string~~  
**Description:** Patches data on specified macOS version or older.  
*Note:* Refer to the Add MaxKernel description for matching logic.
11. MinKernel  
**Type:** plist string  
**Failsafe:** Empty ~~string~~  
**Description:** Patches data on specified macOS version or newer.  
*Note:* Refer to the Add MaxKernel description for matching logic.
12. Replace  
**Type:** plist data  
**Failsafe:** Empty ~~data~~  
**Description:** Replacement data of one or more bytes.
13. ReplaceMask  
**Type:** plist data  
**Failsafe:** Empty ~~data~~ (Ignored)  
**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~~ Must be equal to Replace in size ~~otherwise~~ if set.
14. Skip  
**Type:** plist integer  
**Failsafe:** 0 (Do not skip any occurrences)

**Description:** Number of found occurrences to ~~be skipped before replacement is done~~skip before replacements are applied.

## 7.8 Quirks Properties

### 1. AppleCpuPmCfgLock

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.4

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

Some types of firmware lock the `PKG_CST_CONFIG_CONTROL` MSR register and the bundled `VerifyMsrE2` tool can be used to check its state. Note that some types of firmware only have this register locked on some cores.

As modern firmware provide a `CFG Lock` setting that allows configuring the `PKG_CST_CONFIG_CONTROL` MSR register lock, this option should be avoided whenever possible. On APTIO firmware that do not provide a `CFG Lock` setting in the GUI, it is possible to access the option directly:

- (a) Download UEFITool and IFR-Extractor.
- (b) Open the firmware image in UEFITool and find `CFG Lock` unicode string. If it is not present, the firmware may not have this option and the process should therefore be discontinued.
- (c) Extract the `Setup.bin` PE32 Image Section (the UEFITool found) through the `Extract Body` menu option.
- (d) Run IFR-Extractor on the extracted file (e.g. `./ifrextact Setup.bin Setup.txt`).
- (e) Find `CFG Lock`, `VarStoreInfo (VarOffset/VarName):` in `Setup.txt` and remember the offset right after it (e.g. 0x123).
- (f) Download and run Modified GRUB Shell compiled by brainsucker or use a newer version by datasone.
- (g) Enter `setup_var 0x123 0x00` command, where 0x123 should be replaced by the actual offset, and reboot.

**Warning:** Variable offsets are unique not only to each motherboard but even to its firmware version. Never ever try to use an offset without checking.

### 2. AppleXcpmCfgLock

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.8 (not required for older)

**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. See `AppleCpuPmCfgLock` description for more details.

### 3. AppleXcpmExtraMsrs

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.8 (not required for older)

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

This is normally used in conjunction with `Emulate` section on Haswell-E, Broadwell-E, Skylake-SP, 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. AppleXcpmForceBoost

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.8 (not required for older)

**Description:** Forces maximum performance in XCPM mode.

This patch writes 0xFF00 to `MSR_IA32_PERF_CONTROL` (0x199), effectively setting maximum multiplier for all the time.

*Note:* While this may increase the performance, this patch is strongly discouraged on all systems but those explicitly dedicated to scientific or media calculations. In general only certain Xeon models benefit from the



patch.

5. CustomSMBIOSGuid

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.4

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

6. DisableIoMapper

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.8 (not required for older)

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

*Note:* This option is a preferred alternative to deleting 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.

7. DisableLinkeditJettison

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 11

**Description:** Disables \_\_LINKEDIT jettison code.

This option lets Lilu.kext~~and possibly some others~~, and possibly other kexts, function in macOS Big Sur ~~with best performance without~~ at their best performance levels without requiring the keepsyms=1 boot argument.

8. DisableRtcChecksum

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.4

**Description:** Disables primary checksum (0x58-0x59) writing in AppleRTC.

*Note 1:* This option will not protect other areas from being overwritten, see RTCMemoryFixup kernel extension if this is desired.

*Note 2:* This option will not protect areas from being overwritten at firmware stage (e.g. macOS bootloader), see AppleRtcRam protocol description if this is desired.

9. ExtendBTFeatureFlags

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.8

**Description:** Set FeatureFlags to 0x0F for full functionality of Bluetooth, including Continuity.

*Note:* This option is a substitution for BT4LEContinuityFixup.kext, which does not function properly due to late patching progress.

10. ExternalDiskIcons

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.4

**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 firmware usually have compatible AHCI controllers.

11. ForceSecureBootScheme

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 11

**Description:** Force x86 scheme for IMG4 verification.

*Note:* This option is required on virtual machines when using SecureBootModel different from x86legacy.

12. **IncreasePciBarSize**  
**Type:** plist boolean  
**Failsafe:** false  
**Requirement:** 10.10  
**Description:** Increases 32-bit PCI bar size in IOPCIFamily from 1 to 4 GBs.  
  
*Note:* This option should be avoided whenever possible. In general the necessity of this option means misconfigured or broken firmware.
13. **LapicKernelPanic**  
**Type:** plist boolean  
**Failsafe:** false  
**Requirement:** 10.6 (64-bit)  
**Description:** Disables kernel panic on LAPIC interrupts.
14. **LegacyCommpage**  
**Type:** plist boolean  
**Failsafe:** false  
**Requirement:** 10.4 - 10.6  
**Description:** Replaces the default 64-bit commpage bcopy implementation with one that does not require SSSE3, useful for legacy platforms. This prevents a `commpage no match for last` panic due to no available 64-bit bcopy functions that do not require SSSE3.
15. **PanicNoKextDump**  
**Type:** plist boolean  
**Failsafe:** false  
**Requirement:** 10.13 (not required for older)  
**Description:** Prevent kernel from printing kext dump in the panic log preventing from observing panic details. Affects 10.13 and above.
16. **PowerTimeoutKernelPanic**  
**Type:** plist boolean  
**Failsafe:** false  
**Requirement:** 10.15 (not required for older)  
**Description:** Disables kernel panic on `setPowerState` timeout.  
  
An additional security measure was added to macOS Catalina (10.15) causing kernel panic on power change timeout for Apple drivers. Sometimes it may cause issues on misconfigured hardware, notably digital audio, which sometimes fails to wake up. For debug kernels `setpowerstate_panic=0` boot argument should be used, which is otherwise equivalent to this quirk.
17. **SetApfsTrimTimeout**  
**Type:** plist integer  
**Failsafe:** -1  
**Requirement:** 10.14 (not required for older)  
**Description:** Set trim timeout in microseconds for APFS filesystems on SSDs.

APFS filesystem is designed in a way that the space controlled via spaceman structure is either used or free. This may be different in other filesystems where the areas can be marked as used, free, and *unmapped*. All free space is trimmed (unmapped/deallocated) at macOS startup. The trimming procedure for NVMe drives happens in LBA ranges due to the nature of `DSM` command with up to 256 ranges per command. The more fragmented the memory on the drive is, the more commands are necessary to trim all the free space.

Depending on the SSD controller and the drive fragmentation trim procedure may take considerable amount of time, causing noticeable boot slowdown APFS driver explicitly ignores previously unmapped areas and trims them on boot again and again. To workaround boot slowdown macOS driver introduced a timeout (9.999999 seconds) that stops trim operation when it did not manage to complete in time. On many controllers, such as Samsung, where the deallocation is not very fast, the timeout is reached very quickly. Essentially it means that macOS will try to trim all the same lower blocks that have already been deallocated, but will never have enough time to deallocate higher blocks once the fragmentation increases. This means that trimming on these SSDs will be broken soon after the installation, causing extra wear to the flash.

One way to workaround the problem is to increase the timeout to a very high value, which at the cost of slow boot times (extra minutes) will ensure that all the blocks are trimmed. ~~For this one can set this~~ [Set this](#) option to a high value, ~~e.g. such as 4294967295, to ensure all the blocks are trimmed.~~

Another way is to utilise over-provisioning if it is supported or create a dedicated unmapped partition where the reserve blocks can be found by the controller. In this case the trim operation can also be disabled by setting a very low timeout. e.g. 999. See more details in this article.

#### 18. ThirdPartyDrives

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.6 (not required for older)

**Description:** Apply vendor patches to IOAHCIBlockStorage.kext to enable native features for third-party drives, such as TRIM on SSDs or hibernation support on 10.15 and newer.

*Note:* This option may be avoided on user preference. NVMe SSDs are compatible without the change. For AHCI SSDs on modern macOS version there is a dedicated built-in utility called `trimforce`. Starting from 10.15 this utility creates `EnableTRIM` variable in `APPLE_BOOT_VARIABLE_GUID` namespace with 01 00 00 00 value.

#### 19. XhciPortLimit

**Type:** plist boolean

**Failsafe:** false

**Requirement:** 10.11 (not required for older)

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

*Note:* This option should be 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.

## 7.9 Scheme Properties

These properties are particularly relevant for older macOS operating systems. ~~For more~~ [Refer to the](#) Legacy Apple OS [section for](#) details on how to install and troubleshoot such macOS ~~installation refer to installations.~~

#### 1. FuzzyMatch

**Type:** plist boolean

**Failsafe:** false

**Description:** Use `kernelcache` with different checksums when available.

On macOS 10.6 and earlier `kernelcache` filename has a checksum, which essentially is `adler32` from SMBIOS product name and EfiBoot device path. On some types of firmware, the EfiBoot device path differs between UEFI and macOS due to ACPI or hardware specifics, rendering `kernelcache` checksum as always different.

This setting allows matching the latest `kernelcache` with a suitable architecture when the `kernelcache` without suffix is unavailable, improving macOS 10.6 boot performance on several platforms.

#### 2. KernelArch

**Type:** plist string

**Failsafe:** Auto

**Description:** Prefer specified kernel architecture (Auto, i386, i386-user32, x86\_64) when available.

On macOS 10.7 and earlier XNU kernel can boot with architectures different from the usual `x86_64`. This setting will use the specified architecture to boot macOS when it is supported by the macOS and the configuration:

- **Auto** — Choose the preferred architecture automatically.
- **i386** — Use i386 (32-bit) kernel when available.
- **i386-user32** — Use i386 (32-bit) kernel when available and force the use of 32-bit userspace on 64-bit capable processors if supported by the operating system. On macOS 64-bit capable processors are assumed to support `SSSE3`. This is not the case for older 64-bit capable Pentium processors, which cause some applications to crash on macOS 10.6. This behaviour corresponds to `-legacy` kernel boot argument. This option is unavailable for 10.4 and 10.5 when running on 64-bit firmware due to an uninitialised 64-bit segment in the XNU kernel, which causes `AppleEFIRuntime` to incorrectly execute 64-bit code as 16-bit code.

- **x86\_64** — Use **x86\_64** (64-bit) kernel when available.

Below is the algorithm determining the kernel architecture.

- arch** argument in image arguments (e.g. when launched via UEFI Shell) or in **boot-args** variable overrides any compatibility checks and forces the specified architecture, completing this algorithm.
- OpenCore build architecture restricts capabilities to **i386** and **i386-user32** mode for the 32-bit firmware variant.
- Determined EfiBoot version restricts architecture choice:
  - 10.4-10.5 — **i386** or **i386-user32** (only on 32-bit firmware)
  - 10.6 — **i386**, **i386-user32**, or **x86\_64**
  - 10.7 — **i386** or **x86\_64**
  - 10.8 or newer — **x86\_64**
- If **KernelArch** is set to **Auto** and **SSSE3** is not supported by the CPU, capabilities are restricted to **i386-user32** if supported by EfiBoot.
- Board identifier (from SMBIOS) based on EfiBoot version disables **x86\_64** support on an unsupported model if any **i386** variant is supported. **Auto** is not consulted here as the list is not overridable in EfiBoot.
- KernelArch** restricts the support to the explicitly specified architecture (when not set to **Auto**) if the architecture remains present in the capabilities.
- The best supported architecture is chosen in this order: **x86\_64**, **i386**, **i386-user32**.

Unlike macOS 10.7, where ~~select-boards~~ certain board identifiers are treated as the **i386** only machines, and macOS 10.5 or earlier, where **x86\_64** is not supported by the macOS kernel, macOS 10.6 is very special. The architecture choice on macOS 10.6 depends on many factors including not only the board identifier, but also macOS product type (client vs server), macOS point release, and RAM amount. The detection of them all is complicated and not practical, because several point releases had genuine bugs and failed to properly perform the server detection in the first place. For this reason OpenCore on macOS 10.6 will fallback to **x86\_64** architecture whenever it is supported by the board at all, as on macOS 10.7. As a reference here is the 64-bit Mac model compatibility corresponding to actual EfiBoot behaviour on macOS 10.6.8 and 10.7.5.

Model	10.6 (minimal)	10.6 (client)	10.6 (server)	10.7 (any)
Macmini	4,x (Mid 2010)	5,x (Mid 2011)	4,x (Mid 2010)	3,x (Early 2009)
MacBook	Unsupported	Unsupported	Unsupported	5,x (2009/09)
MacBookAir	Unsupported	Unsupported	Unsupported	2,x (Late 2008)
MacBookPro	4,x (Early 2008)	8,x (Early 2011)	8,x (Early 2011)	3,x (Mid 2007)
iMac	8,x (Early 2008)	12,x (Mid 2011)	12,x (Mid 2011)	7,x (Mid 2007)
MacPro	3,x (Early 2008)	5,x (Mid 2010)	3,x (Early 2008)	3,x (Early 2008)
Xserve	2,x (Early 2008)	2,x (Early 2008)	2,x (Early 2008)	2,x (Early 2008)

*Note:* **3+2** and **6+4** hotkeys to choose the preferred architecture are unsupported due to being handled by EfiBoot and thus being hard to properly detect.

### 3. KernelCache

**Type:** plist string

**Failsafe:** Auto

**Description:** Prefer specified kernel cache type (**Auto**, **Cacheless**, **Mkext**, **Prelinked**) when available.

Different variants of macOS support different kernel caching variants designed to improve boot performance. This setting prevents the use of faster kernel caching variants if slower variants are available for debugging and stability reasons. I.e., by specifying **Mkext**, **Prelinked** will be disabled for e.g. 10.6 but not for 10.7.

The list of available kernel caching types and its current support in OpenCore is listed below.

macOS	i386 NC	i386 MK	i386 PK	x86_64 NC	x86_64 MK	x86_64 PK	x86_64 KC
10.4	YES	YES (V1)	NO (V1)	—	—	—	—
10.5	YES	YES (V1)	NO (V1)	—	—	—	—
10.6	YES	YES (V2)	YES (V2)	YES	YES (V2)	YES (V2)	—
10.7	YES	—	YES (V3)	YES	—	YES (V3)	—
10.8-10.9	—	—	—	YES	—	YES (V3)	—
10.10-10.15	—	—	—	—	—	YES (V3)	—
11+	—	—	—	—	—	YES (V3)	YES

## 8 Misc

### 8.1 Introduction

This section contains miscellaneous configuration affecting OpenCore operating system loading behaviour as well as other entries, which do not go to any other section.

OpenCore tries to follow “bless” model also known as “Apple Boot Policy”. The primary specialty of “bless” model is to allow embedding boot options within the file system (and be accessible through a specialised driver) as well as supporting a broader range of predefined boot paths compared to the removable media list found in the UEFI specification.

Each partition will only be used for booting when it corresponds to “Scan policy”: a set of restrictions to only use partitions with specific file systems and from specific device types. Scan policy behaviour is discussed in `ScanPolicy` property description.

Scan process starts with obtaining all the partitions filtered with “Scan policy”. Each partition may produce multiple primary and alternate options. Primary options describe operating systems installed on this media. Alternate options describe recovery options for the operating systems on the media. It is possible for alternate options to exist without primary options and vice versa. Be warned that the options may not necessarily describe the operating systems on the same partition. Each primary and alternate option can be an auxiliary option or not, ~~refer to~~. [Refer to the HideAuxiliary section](#) for more details. ~~Algorithm~~

[The algorithm](#) to determine boot options behaves as follows:

1. Obtain all available partition handles filtered by “Scan policy” (and driver availability).
2. Obtain all available boot options from `BootOrder` UEFI variable.
3. For each found boot option:
  - Retrieve device path of the boot option.
  - Perform fixups (e.g. NVMe subtype correction) and expansion (e.g. for Boot Camp) of the device path.
  - Obtain device handle by locating device path of the resulting device path (ignore it on failure).
  - Find device handle in the list of partition handles (ignore it if missing).
  - For disk device paths (not specifying a bootloader) execute “bless” (may return > 1 entry).
  - For file device paths check presence on the file system directly.
  - On OpenCore boot partition exclude all OpenCore bootstrap files by header checks.
  - Mark device handle as *used* in the list of partition handles if any.
  - Register the resulting entries as primary options and determine their types.  
The option will become auxiliary for some types (e.g. Apple HFS recovery).
4. For each partition handle:
  - If partition handle is marked as *unused* execute “bless” primary option list retrieval.  
In case `BlessOverride` list is set, not only standard “bless” paths will be found but also custom ones.
  - On OpenCore boot partition exclude all OpenCore bootstrap files by header checks.
  - Register the resulting entries as primary options and determine their types if found.  
The option will become auxiliary for some types (e.g. Apple HFS recovery).
  - If partition already has primary options of “Apple Recovery” type proceed to next handle.
  - Lookup alternate entries by “bless” recovery option list retrieval and predefined paths.
  - Register the resulting entries as alternate auxiliary options and determine their types if found.
5. Custom entries and tools are added as primary options without any checks with respect to `Auxiliary`.
6. System entries (e.g. `Reset NVRAM`) are added as primary auxiliary options.

The display order of the boot options in the picker and the boot process are determined separately from the scanning algorithm. The display order as follows:

- Alternate options follow corresponding primary options, i.e. Apple recovery will be following the relevant macOS option whenever possible.
- Options will be listed in file system handle firmware order to maintain an established order across the reboots regardless of the chosen operating system for loading.
- Custom entries, tools, and system entries will be added after all other options.
- Auxiliary options will only show upon entering “Advanced Mode” in the picker (usually by pressing “Space”).

The boot process is as follows:

- Try looking up first valid primary option through `BootNext` UEFI variable.
- On failure looking up first valid primary option through `BootOrder` UEFI variable.
- Mark the option as the default option to boot.
- Boot option through the picker or without it depending on the `ShowPicker` option.
- Show picker on failure otherwise.

*Note 1:* This process is meant to work reliably only when `RequestBootVarRouting` option is enabled or the firmware does not control UEFI boot options (`OpenDuetPkg` or custom BDS). Without `LauncherOption` it also is possible that other operating systems overwrite `OpenCore`, make sure to enable it when planning to use them.

*Note 2:* UEFI variable boot options' boot arguments will be removed if present as they may contain arguments compromising the operating system, which is undesired once secure boot is enabled.

*Note 3:* Some operating systems, namely Windows, will create their boot option and mark it as top most upon first boot or after NVRAM Reset. When this happens default boot entry choice will update till next manual reconfiguration.

## 8.2 Properties

### 1. Boot

**Type:** plist dict

**Description:** Apply boot configuration described in [the](#) Boot Properties section below.

### 2. BlessOverride

**Type:** plist array

**Description:** Add custom scanning paths through bless model.

Designed to be filled with `plist string` entries containing absolute UEFI paths to customised bootloaders, for example, `\EFI\debian\grubx64.efi` for Debian bootloader. This allows unusual boot paths to be automatically discovered by the boot picker. Designwise they are equivalent to predefined blessed path, such as `\System\Library\CoreServices\boot.efi` or `\EFI\Microsoft\Boot\bootmgfw.efi`, but unlike predefined bless paths they have highest priority.

### 3. Debug

**Type:** plist dict

**Description:** Apply debug configuration described in [the](#) Debug Properties section below.

### 4. Entries

**Type:** plist array

**Description:** Add boot entries to boot picker.

Designed to be filled with `plist dict` values, describing each load entry. See [the](#) Entry Properties section below.

### 5. Security

**Type:** plist dict

**Description:** Apply security configuration described in [the](#) Security Properties section below.

### 6. Tools

**Type:** plist array

**Description:** Add tool entries to boot picker.

Designed to be filled with `plist dict` values, describing each load entry. See [the](#) Entry Properties section below.

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

## 8.3 Boot Properties

### 1. ConsoleAttributes

**Type:** plist integer

**Failsafe:** 0

**Description:** Sets specific attributes for console.

Text renderer supports colour arguments as a sum of foreground and background colours according to UEFI specification. The value of black background and black foreground (0) is reserved. List of colour names:

- 0x00 — EFI\_BLACK
- 0x01 — EFI\_BLUE
- 0x02 — EFI\_GREEN
- 0x03 — EFI\_CYAN
- 0x04 — EFI\_RED
- 0x05 — EFI\_MAGENTA
- 0x06 — EFI\_BROWN
- 0x07 — EFI\_LIGHTGRAY
- 0x08 — EFI\_DARKGRAY
- 0x09 — EFI\_LIGHTBLUE
- 0x0A — EFI\_LIGHTGREEN
- 0x0B — EFI\_LIGHTCYAN
- 0x0C — EFI\_LIGHTRED
- 0x0D — EFI\_LIGHTMAGENTA
- 0x0E — EFI\_YELLOW
- 0x0F — EFI\_WHITE
- 0x10 — EFI\_BACKGROUND\_BLACK
- 0x11 — EFI\_BACKGROUND\_BLUE
- 0x12 — EFI\_BACKGROUND\_GREEN
- 0x13 — EFI\_BACKGROUND\_CYAN
- 0x14 — EFI\_BACKGROUND\_RED
- 0x15 — EFI\_BACKGROUND\_MAGENTA
- 0x16 — EFI\_BACKGROUND\_BROWN
- 0x17 — EFI\_BACKGROUND\_LIGHTGRAY

*Note:* This option may not work well with **System** text renderer. Setting a background different from black could help testing proper GOP functioning.

## 2. HibernateMode

**Type:** plist string

**Failsafe:** None

**Description:** Hibernation detection mode. The following modes are supported:

- None — Avoid hibernation (Recommended).
- Auto — Use RTC and NVRAM detection.
- RTC — Use RTC detection.
- NVRAM — Use NVRAM detection.

## 3. HideAuxiliary

**Type:** plist boolean

**Failsafe:** false

**Description:** Hides auxiliary entries from picker menu by default.

An entry is considered auxiliary when at least one of the following applies:

- Entry is macOS recovery.
- Entry is macOS Time Machine.
- Entry is explicitly marked as **Auxiliary**.
- Entry is system (e.g. **Reset NVRAM**).

To see all entries picker menu needs to be reloaded in extended mode by pressing **Spacebar** key. Hiding auxiliary entries may increase boot performance for multidisk systems.

## 4. LauncherOption

**Type:** plist string

**Failsafe:** Disabled

**Description:** Register [the](#) launcher option in firmware preferences for persistence.

Valid values:



- **Disabled** — do nothing.
- **Full** — create or update top-priority boot option in UEFI variable storage at bootloader startup. For this option to work `RequestBootVarRouting` is required to be enabled.
- **Short** — create a short boot option instead of a complete one. This variant is useful for some older ~~firmwares; Insyde in particular, but possibly others, which cannot handle~~ types of firmware, typically from Insyde, that are unable to manage full device paths.

This option provides integration with third-party operating system installation and upgrade at the times they overwrite `\EFI\BOOT\BOOTx64.efi` file. By creating a custom option in this file path becomes no longer used for bootstrapping OpenCore. The path used for bootstrapping is specified in `LauncherPath` option.

*Note 1:* Some types of firmware may have faulty NVRAM, no boot option support, or other incompatibilities. While unlikely, the use of this option may even cause boot failures. This option should be used without any warranty exclusively on the boards known to be compatible. Check [acidanthera/bugtracker#1222](#) for some known issues with Haswell and other boards.

*Note 2:* ~~Be aware that while NVRAM reset~~ While NVRAM resets executed from OpenCore ~~should not~~ would not typically erase the boot option created in `Bootstrap`, executing NVRAM ~~reset~~ resets prior to loading OpenCore will remove it. ~~For the boot option. Therefore, for~~ significant implementation updates (e.g. in OpenCore 0.6.4) ~~make sure to perform NVRAM reset~~, an NVRAM reset should be performed with `Bootstrap` disabled ~~before reenabling~~ after which it can be reenabled.

## 5. `LauncherPath`

**Type:** plist string

**Failsafe:** Default

**Description:** Launch path for `LauncherOption`.

Default stays for launched `OpenCore.efi`, any other path, e.g. `\EFI\Launcher.efi`, can be used to provide custom loaders, which are supposed to load `OpenCore.efi` themselves.

## 6. `PickerAttributes`

**Type:** plist integer

**Failsafe:** 0

**Description:** Sets specific attributes for picker.

Different pickers may be configured through the attribute mask containing OpenCore-reserved (BIT0~BIT15) and OEM-specific (BIT16~BIT31) values.

Current OpenCore values include:

- 0x0001 — `OC_ATTR_USE_VOLUME_ICON`, provides custom icons for boot entries:  
For Tools OpenCore will try to load a custom icon and fallback to the default icon:
  - `ResetNVRAM` — `Resources\Image\ResetNVRAM.icns` — `ResetNVRAM.icns` from icons directory.
  - `Tools\<TOOL_RELATIVE_PATH>.icns` — icon near the tool file with appended `.icns` extension.

For custom boot Entries OpenCore will try to load a custom icon and fallback to the volume icon or the default icon:

- `<ENTRY_PATH>.icns` — icon near the entry file with appended `.icns` extension.

For all other entries OpenCore will try to load a volume icon ~~and by searching as follows, and will~~ fallback to the default icon otherwise:

- `.VolumeIcon.icns` file at Preboot volume ~~directory in per-volume directory (/System/Volumes/Preboot/{GUID}/~~ when mounted at default location within macOS) for APFS (if present).
- `.VolumeIcon.icns` file at Preboot root ~~(/System/Volumes/Preboot/~~ when mounted at default location within macOS) for APFS (otherwise).
- `.VolumeIcon.icns` file at volume root for other filesystems.

~~Volume icons can be set in Finder. Note, that enabling this may result in external and internal icons to be indistinguishable.~~ *Note 1:* Apple's boot picker partially supports placing a volume icon file at the operating system's Data volume root (/System/Volumes/Data/ when mounted at default location within macOS). This approach is broken: that file is not accessible either by OpenCanopy or by Apple's own boot picker when FileVault 2 is enabled, which should be most people's default choice. Therefore OpenCanopy does not try to support it. You may place a volume icon file at Preboot root for compatibility with both the

Apple and OpenCanopy boot pickers, or use the Preboot per-volume location as above with OpenCanopy as a preferred alternative to Apple's existing approach.

Note 2: Be aware that using a volume icon on any drive overrides the normal boot picker behaviour for that drive of selecting the appropriate icon depending on whether the drive is internal or external.

- 0x0002 — OC\_ATTR\_USE\_DISK\_LABEL\_FILE, provides custom rendered titles for boot entries:
  - .disk\_label (.disk\_label\_2x) file near bootloader for all filesystems.
  - <TOOL\_NAME>.1b1 (<TOOL\_NAME>.12x) file near tool for Tools.Prerendered labels can be generated via `disklabel` utility or `bless` command. When disabled or missing text labels (`.contentDetails` or `.disk_label.contentDetails`) are to be rendered instead.
- 0x0004 — OC\_ATTR\_USE\_GENERIC\_LABEL\_IMAGE, provides predefined label images for boot entries without custom entries. May give less detail for the actual boot entry.
- 0x0008 — OC\_ATTR\_HIDE\_THEMED\_ICONS, prefers builtin icons for certain icon categories to match the theme style. For example, this could force displaying the builtin Time Machine icon. Requires OC\_ATTR\_USE\_VOLUME\_ICON.
- 0x0010 — OC\_ATTR\_USE\_POINTER\_CONTROL, enable pointer control in the picker when available. For example, this could make use of mouse or trackpad to control UI elements.

#### 7. PickerAudioAssist

**Type:** plist boolean

**Failsafe:** false

**Description:** Enable screen reader by default in boot picker.

For macOS bootloader screen reader preference is set in `preferences.efires` archive in `isV0Enabled.int32` file and is controlled by the operating system. For OpenCore screen reader support this option is an independent equivalent. Toggling screen reader support in both OpenCore boot picker and macOS bootloader FileVault 2 login window can also be done with `Command + F5` key combination.

*Note:* screen reader requires working audio support, see `UEFI Audio Properties` section for more details.

#### 8. PollAppleHotKeys

**Type:** plist boolean

**Failsafe:** false

**Description:** Enable modifier hotkey handling in boot picker.

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

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

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

#### 9. ShowPicker

**Type:** plist boolean

**Failsafe:** false

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

#### 10. TakeoffDelay

**Type:** plist integer, 32 bit

**Failsafe:** 0

**Description:** Delay in microseconds performed before handling picker startup and `action hotkeys`.

Introducing a delay may give extra time to hold the right `action hotkey` sequence to e.g. boot to recovery mode. On some platforms setting this option to at least 5000–10000 microseconds may be necessary to access `action`

hotkeys at all due to the nature of the keyboard driver.

#### 11. Timeout

**Type:** plist integer, 32 bit

**Failsafe:** 0

**Description:** Timeout in seconds in boot picker before automatic booting of the default boot entry. Use 0 to disable timer.

#### 12. PickerMode

**Type:** plist string

**Failsafe:** Builtin

**Description:** Choose boot picker used for boot management.

Picker describes underlying boot management with an optional user interface responsible for handling boot options. The following values are supported:

- **Builtin** — boot management is handled by OpenCore, a simple text only user interface is used.
- **External** — an external boot management protocol is used if available. Otherwise **Builtin** mode is used.
- **Apple** — Apple boot management is used if available. Otherwise **Builtin** mode is used.

Upon success **External** mode will entirely disable all boot management in OpenCore except policy enforcement. In **Apple** mode it may additionally bypass policy enforcement. See OpenCanopy plugin for an example of a custom user interface.

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

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

*Note 1:* Activated **KeySupport**, **OpenUsbKbDxe**, or similar driver is required for key handling to work. On several types of firmware, it is not possible to get all the key functions.

*Note 2:* In addition to **OPT** OpenCore supports **Escape** key to display picker when **ShowPicker** is disabled. This key exists for the **Apple** picker mode and for firmware with PS/2 keyboards that fail to report held **OPT** keys and requiring continual presses of the **Escape** key to access the boot menu.

*Note 3:* On Macs with problematic GOP, it may be difficult to access the Apple BootPicker. The **BootKicker** utility can be blessed to workaround this problem even without loading OpenCore. On some Macs however, the **BootKicker** utility cannot be run from OpenCore.

#### 13. PickerVariant

**Type:** plist string

**Failsafe:** Auto

**Description:** Choose specific icon set used for boot management.

The following values are supported:

- **Auto** — Automatically select one set of icons based on **DefaultBackground** colour.
- **Default** — Normal icon set (without prefix).
- **Old** — Vintage icon set (**Old** filename prefix).
- **Modern** — Nouveau icon set (**Modern** filename prefix).

---

```
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=528 conv=notrunc
rm vault.pub
```

---

*Note 1:* While it may appear obvious, an external method is required to verify `OpenCore.efi` and `B00Tx64.efi` for secure boot path. For this, it is recommended to enable UEFI SecureBoot using a custom certificate and to sign `OpenCore.efi` and `B00Tx64.efi` with a custom key. More details on customising secure boot on modern firmware can be found in [Taming UEFI SecureBoot paper](#) (in Russian).

*Note 2:* `vault.plist` and `vault.sig` are used regardless of this option when `vault.plist` is present or public key is embedded into `OpenCore.efi`. Setting this option will only ensure configuration sanity, and abort the boot process otherwise.

### 13. ScanPolicy

**Type:** plist integer, 32 bit

**Failsafe:** 0x10F0103

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

This value allows to prevent scanning (and booting) from untrusted source based on a bitmask (sum) of [select certain](#) 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.
- 0x00000800 (bit 11) — `OC_SCAN_ALLOW_FS_NTFS`, allows scanning of NTFS (Msft Basic Data) file system.
- 0x00001000 (bit 12) — `OC_SCAN_ALLOW_FS_EXT`, allows scanning of EXT (Linux Root) 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 and old SATA.
- 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.
- 0x01000000 (bit 24) — `OC_SCAN_ALLOW_DEVICE_PCI`, allow scanning devices directly connected to PCI bus (e.g. VIRTIO).

*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, 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`

#### 14. `SecureBootModel`

**Type:** plist string

**Failsafe:** `Default`

**Description:** Apple Secure Boot hardware model.

Sets Apple Secure Boot hardware model and policy. Specifying this value defines which operating systems will be bootable. Operating systems shipped before the specified model was released will not boot. Valid values:

- **Default** — Recent available model, currently set to `j137`.
- **Disabled** — No model, Secure Boot will be disabled.
- `j137` — iMacPro1,1 (December 2017). Minimum macOS 10.13.2 (17C2111)
- `j680` — MacBookPro15,1 (July 2018). Minimum macOS 10.13.6 (17G2112)
- `j132` — MacBookPro15,2 (July 2018). Minimum macOS 10.13.6 (17G2112)
- `j174` — Macmini8,1 (October 2018). Minimum macOS 10.14 (18A2063)
- `j140k` — MacBookAir8,1 (October 2018). Minimum macOS 10.14.1 (18B2084)
- `j780` — MacBookPro15,3 (May 2019). Minimum macOS 10.14.5 (18F132)
- `j213` — MacBookPro15,4 (July 2019). Minimum macOS 10.14.5 (18F2058)
- `j140a` — MacBookAir8,2 (July 2019). Minimum macOS 10.14.5 (18F2058)
- `j152f` — MacBookPro16,1 (November 2019). Minimum macOS 10.15.1 (19B2093)
- `j160` — MacPro7,1 (December 2019). Minimum macOS 10.15.1 (19B88)
- `j230k` — MacBookAir9,1 (March 2020). Minimum macOS 10.15.3 (19D2064)
- `j214k` — MacBookPro16,2 (May 2020). Minimum macOS 10.15.4 (19E2269)
- `j223` — MacBookPro16,3 (May 2020). Minimum macOS 10.15.4 (19E2265)
- `j215` — MacBookPro16,4 (June 2020). Minimum macOS 10.15.5 (19F96)
- `j185` — iMac20,1 (August 2020). Minimum macOS 10.15.6 (19G2005)
- `j185f` — iMac20,2 (August 2020). Minimum macOS 10.15.6 (19G2005)
- `x86legacy` — Macs without T2 chip and VMs. Minimum macOS 11.0.1 (20B29)

Apple Secure Boot appeared in macOS 10.13 on models with T2 chips. Since `PlatformInfo` and `SecureBootModel` are independent, Apple Secure Boot can be used with any SMBIOS with and without T2. Setting `SecureBootModel` to any valid value but `Disabled` is equivalent to `Medium Security` of Apple Secure Boot. The `ApECID` value must also be specified to achieve `Full Security`. Check `ForceSecureBootScheme` when using Apple Secure Boot on a virtual machine.

Enabling Apple Secure Boot is more demanding ~~to on~~ incorrect configurations, ~~buggy-faulty~~ macOS installations, and unsupported setups. Things to consider:

- As with T2 Macs, unsigned kernel drivers and several signed kernel drivers, including NVIDIA Web Drivers, cannot be installed.
- The list of cached drivers may be different, resulting in the need to change the list of `Added` or `Forced` kernel drivers. For example, `I080211Family` cannot be injected in this case.
- System volume alterations on operating systems with sealing, such as macOS 11, may result in the operating system being unbootable. Do not try to disable system volume encryption unless Apple Secure Boot is disabled.
- If the platform requires certain settings, but they were not enabled, because the obvious issues did not trigger before, boot failure might occur. Be extra careful with `IgnoreInvalidFlexRatio` or `HashServices`.
- Operating systems released before Apple Secure Boot landed (e.g. macOS 10.12 or earlier) will still boot until UEFI Secure Boot is enabled. This is so, because from Apple Secure Boot point they are treated as incompatible and are assumed to be handled by the firmware as Microsoft Windows is.
- On older CPUs (e.g. before Sandy Bridge) enabling Apple Secure Boot might cause slightly slower loading by up to 1 second.
- Since `Default` value will increase with time to support the latest major release operating system, it is not recommended to use `ApECID` and `Default` value together.
- Installing macOS with Apple Secure Boot enabled is not possible while using HFS+ target volume. This may include HFS+ formatted drives when no spare APFS drive is available.

Sometimes the already installed operating system may have outdated Apple Secure Boot manifests on the Preboot partition causing boot failure. If there is “OCB: Apple Secure Boot prohibits this boot entry, enforcing!” message, it is likely the case. When this happens, either reinstall the operating system or copy the manifests (files with `.im4m` extension, such as `boot.efi.j137.im4m`) from `/usr/standalone/i386` to `/Volumes/Preboot/<UUID>/System/Library/CoreServices`. Here `<UUID>` is the system volume identifier. On HFS+ installations the manifests should be copied to `/System/Library/CoreServices` on the system volume.

For more details on how to configure Apple Secure Boot with UEFI Secure Boot ~~refer to~~, [refer to the UEFI Secure Boot section](#).

## 8.6 Entry Properties

1. Arguments  
**Type:** plist string  
**Failsafe:** Empty string  
**Description:** Arbitrary ASCII string used as boot arguments (load options) of the specified entry.
2. Auxiliary  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This entry will not be listed by default when `HideAuxiliary` is set to `true`.
3. 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~~ [Whether](#) this value is used [is implementation defined](#).
4. Enabled  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** This entry will not be listed unless set to `true`.
5. Name  
**Type:** plist string  
**Failsafe:** Empty string  
**Description:** Human readable entry name displayed in boot picker.
6. Path  
**Type:** plist string  
**Failsafe:** Empty string  
**Description:** Entry location depending on entry type.
  - **Entries** specify external boot options, and therefore take device paths in `Path` key. These values are not checked, thus be extremely careful. Example: `PciRoot(0x0)/Pci(0x1,0x1)/.../EFI\COOL.EFI`
  - **Tools** specify internal boot options, which are part of bootloader vault, and therefore take file paths relative to `OC/Tools` directory. Example: `OpenShell.efi`.
7. RealPath  
**Type:** plist boolean  
**Failsafe:** false  
**Description:** Pass full path to the tool when launching.  

Passing tool directory may be unsafe for tool accidentally trying to access files without checking their integrity and thus should generally be disabled. Reason to enable this property may include cases where tools cannot work without external files or may need them for better function (e.g. `memtest86` for logging and configuration or `Shell` for automatic script execution).

*Note:* This property is only valid for **Tools**. For **Entries** this property cannot be specified and is always `true`.
8. TextMode  
**Type:** plist boolean

**Failsafe:** `false`

**Description:** Run the entry in text mode instead of graphics mode.

This setting may be beneficial to some older tools that require text output. By default all the tools are launched in graphics mode. Read more about text modes in [the](#) Output Properties section below.



## 9 NVRAM

### 9.1 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.

For proper macOS functioning it is often required to use OC\_FIRMWARE\_RUNTIME protocol implementation currently offered as a part of OpenRuntime driver. While it brings any benefits, there are certain limitations which arise depending on the use.

1. Not all tools may be aware of protected namespaces.  
When `RequestBootVarRouting` is used `Boot-`prefixed variable access is restricted and protected in a separate namespace. To access the original variables tools have to be aware of `OC_FIRMWARE_RUNTIME` logic.

### 9.2 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 or deleted. I.e. to overwrite an existing variable value add the variable name to the `Delete` 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. Delete  
**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 `Delete` (and `Add`) phases. Unless `LegacyOverwrite` is enabled, it 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. An example of such script can be found in `Utilities`. 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 firmware variable services. Use it only when no hardware NVRAM implementation is provided by the firmware or it is incompatible.

#### 4. LegacyOverwrite

**Type:** plist boolean

**Failsafe:** false

**Description:** Permits overwriting firmware variables from `nvr.plist`.

*Note:* Only variables accessible from the operating system will be overwritten.

#### 5. LegacySchema

**Type:** plist dict

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

\* value can be used to accept all variables for ~~select~~certain GUID.

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

#### 6. WriteFlash

**Type:** plist boolean

**Failsafe:** false

**Description:** Enables writing to flash memory for all added variables.

*Note:* It is recommended to have this value enabled on most types of firmware but it is left configurable for firmware that may have issues with NVRAM variable storage garbage collection or similar.

To read NVRAM variable value from macOS, `nvr` could be used by concatenating GUID and name variables separated by a `:` 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.

## 9.3 Mandatory Variables

**Warning:** These variables may be added by PlatformNVRAM or Generic subsections of PlatformInfo section. Using PlatformInfo is the recommended 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`.

## 9.4 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).
- [`4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:SSN`  
Serial number. 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 and subsequent macOS versions, and is thus not recommended in case 10.14 is needed.
- `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.
- `4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:DefaultBackgroundColor`  
Four-byte BGRA data defining `boot.efi` user interface background colour. Standard colours include **BF BF BF 00** (Light Gray) and **00 00 00 00** (Syrah Black). Other colours may be set at user's preference.

## 9.5 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=0xFFFFF5F` (implies `ACPI_ALL_COMPONENTS`)
  - `arch=i386` (force kernel architecture to `i386`, see `KernelArch`)
  - `batman=VALUE` (`AppleSmartBatteryManager` debug mask)
  - `batman-nosmc=1` (disable `AppleSmartBatteryManager` SMC interface)
  - `cpus=VALUE` (maximum number of CPUs used)
  - `debug=VALUE` (debug mask)
  - `io=VALUE` (`IOKit` debug mask)
  - `ioaccel_debug=VALUE` (`IOAccelerator` debug mask)
  - `keepsyms=1` (show panic log debug symbols)
  - `kextlog=VALUE` (kernel extension loading debug mask)
  - `nvram-log=1` (enables `AppleEFINVRAM` logs)
  - `nv_disable=1` (disables NVIDIA GPU acceleration)
  - `nvda_drv=1` (legacy way to enable NVIDIA web driver, removed in 10.12)
  - `npci=0x2000` (legacy, disables `kIOPCIConfiguratorPFM64`)
  - `lapic_dont_panic=1` (disable lapic spurious interrupt panic on AP cores)
  - `panic_on_display_hang=1` (trigger panic on display hang)
  - `panic_on_gpu_hang=1` (trigger panic on GPU hang)
  - `slide=VALUE` (manually set KASLR slide)
  - `smcdebug=VALUE` (`AppleSMC` debug mask)
  - `spin_wait_for_gpu=1` (reduces GPU timeout on high load)
  - `-amd_no_dgpu_accel` (alternative to WhateverGreen's `-radvesa` for new GPUs)
  - `-nehalem_error_disable`
  - `-no_compat_check` (disable model checking on 10.7+)

## 10 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 `AppleModels`, 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 all the values are specified (the default), and semi-automatic, where (`Automatic`) only ~~select~~ certain 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`.

### 10.1 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.
- When disabled `Generic` section is unused.

**Warning:** It is strongly discouraged to set this option to `false` when intending to update platform information. The only reason to do ~~that is when doing minor correction of the SMBIOS present and similar~~ so is if making minor corrections to SMBIOS values on legacy Apple hardware. In all other cases ~~not using setting~~ `Automatic` to false may lead to hard to debug errors, due to inconsistent or invalid settings.

#### 2. CustomMemory

**Type:** plist boolean

**Failsafe:** false

**Description:** Use custom memory configuration defined in the `Memory` section. This completely replaces any existing memory configuration in `SMBIOS`, and is only active when `UpdateSMBIOS` is set to `true`.

#### 3. UpdateDataHub

**Type:** plist boolean

**Failsafe:** false

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

*Note:* The implementation of the Data Hub protocol in EFI firmware on essentially all systems, including Apple hardware, means that existing Data Hub entries cannot be overridden, while new entries are added to the end with macOS ignoring them. You can work around this by reinstalling the Data Hub protocol using the `ProtocolOverrides` section. Refer to the `DataHub` protocol override description for details.

#### 4. 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.

**Failsafe:** 0 (Automatic)  
**Description:** Refer to SMBIOS ProcessorType.

6. SystemProductName  
**Type:** plist string  
**Failsafe:** [Empty](#) (OEM specified or not installed)  
**Description:** Refer to SMBIOS SystemProductName.

7. SystemSerialNumber  
**Type:** plist string  
**Failsafe:** [Empty](#) (OEM specified or not installed)  
**Description:** Refer to SMBIOS SystemSerialNumber.

Specify special string value OEM to extract current value from NVRAM (SSN variable) or SMBIOS and use it throughout the sections. This feature can only be used on Mac-compatible firmware.

8. SystemUUID  
**Type:** plist string, GUID  
**Failsafe:** [Empty](#) (OEM specified or not installed)  
**Description:** Refer to SMBIOS SystemUUID.

Specify special string value OEM to extract current value from NVRAM (system-id variable) or SMBIOS and use it throughout the sections. Since not every firmware implementation has valid (and unique) values, this feature is not applicable to some setups, and may provide unexpected results. It is highly recommended to specify the UUID explicitly. Refer to UseRawUuidEncoding to determine how SMBIOS value is parsed.

9. MLB  
**Type:** plist string  
**Failsafe:** [Empty](#) (OEM specified or not installed)  
**Description:** Refer to SMBIOS BoardSerialNumber.

Specify special string value OEM to extract current value from NVRAM (MLB variable) or SMBIOS and use it throughout the sections. This feature can only be used on Mac-compatible firmware.

10. ROM  
**Type:** plist ~~data~~[multidata](#), 6 bytes  
**Failsafe:** [Empty](#) (OEM specified or not installed)  
**Description:** Refer to 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:ROM.

Specify special string value OEM to extract current value from NVRAM (ROM variable) and use it throughout the sections. This feature can only be used on Mac-compatible firmware.

## 10.3 DataHub Properties

1. PlatformName  
**Type:** plist string  
**Failsafe:** ~~Not installed~~[Empty](#) (Not installed)  
**Description:** Sets name in gEfiMiscSubClassGuid. ~~Value~~[The value](#) found on Macs is platform in ASCII.
2. SystemProductName  
**Type:** plist string  
**Failsafe:** ~~Not installed~~[Empty](#) (Not installed)  
**Description:** Sets Model in gEfiMiscSubClassGuid. ~~Value~~[The value](#) found on Macs is equal to SMBIOS SystemProductName in Unicode.
3. SystemSerialNumber  
**Type:** plist string  
**Failsafe:** ~~Not installed~~[Empty](#) (Not installed)  
**Description:** Sets SystemSerialNumber in gEfiMiscSubClassGuid. ~~Value~~[The value](#) found on Macs is equal to SMBIOS SystemSerialNumber in Unicode.
4. SystemUUID  
**Type:** plist string, GUID  
**Failsafe:** ~~Not installed~~[Empty](#) (Not installed)

**Description:** Sets system-id in gEfiMiscSubClassGuid. ~~Value~~ The value found on Macs is equal to SMBIOS SystemUUID (with swapped byte order).

5. BoardProduct

**Type:** plist string

**Failsafe:** ~~Not installed~~ Empty (Not installed)

**Description:** Sets board-id in gEfiMiscSubClassGuid. ~~Value~~ The 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~~ The 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~~ The 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\_PMCN\_2 bit 0)
- 0x00000002 — Shutdown cause was a SYS\_PWROK event (Same as GEN\_PMCN\_2 bit 1)
- 0x00000004 — Shutdown cause was a THRMTRIP# event (Same as GEN\_PMCN\_2 bit 3)
- 0x00000008 — Rebooted due to a SYS\_RESET# event (Same as GEN\_PMCN\_2 bit 4)
- 0x00000010 — Power Failure (Same as GEN\_PMCN\_3 bit 1 PWR\_FLR)
- 0x00000020 — Loss of RTC Well Power (Same as GEN\_PMCN\_3 bit 2 RTC\_PWR\_STS)
- 0x00000040 — General Reset Status (Same as GEN\_PMCN\_3 bit 9 GEN\_RST\_STS)
- 0xffffffff80 — SUS Well Power Loss (Same as GEN\_PMCN\_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 PowerManagement 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:** 0 (Automatic)

**Description:** Sets FSBFrequency in gEfiProcessorSubClassGuid.

Sets CPU FSB frequency. This value equals to CPU nominal frequency divided by CPU maximum bus ratio and is specified in Hz. Refer to MSR\_NEHALEM\_PLATFORM\_INFO (CEh) MSR value to determine maximum bus ratio on modern Intel CPUs.

*Note:* This value is not used on Skylake and newer but is still provided to follow suit.

10. ARTFrequency

**Type:** plist integer, 64-bit

**Failsafe:** 0 (Automatic)

**Description:** Sets ARTFrequency in gEfiProcessorSubClassGuid.

This value contains CPU ART frequency, also known as crystal clock frequency. Its existence is exclusive to the Skylake generation and newer. The value is specified in Hz, and is normally 24 MHz for client Intel segment, 25 MHz for server Intel segment, and 19.2 MHz for Intel Atom CPUs. macOS till 10.15 inclusive assumes 24 MHz by default.



*Note:* On Intel Skylake X ART frequency may be a little less (approx. 0.25%) than 24 or 25 MHz due to special EMI-reduction circuit as described in Acidanthera Bugtracker.

11. DevicePathsSupported  
**Type:** plist integer, 32-bit  
**Failsafe:** ~~Not installed~~0 ([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~~[Empty \(Not installed\)](#)  
**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~~[Empty \(Not installed\)](#)  
**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~~[Empty \(Not installed\)](#)  
**Description:** Sets RPlt in gEfiMiscSubClassGuid. Custom property read by VirtualSMC or FakeSMC to generate SMC RPlt key.

## 10.4 Memory Properties

1. DataWidth  
**Type:** plist integer, 16-bit  
**Failsafe:** 0xFFFF (unknown)  
**SMBIOS:** Memory Device (Type 17) — Data Width  
**Description:** Specifies the data width, in bits, of the memory. A DataWidth of 0 and a TotalWidth of 8 indicates that the device is being used solely to provide 8 error-correction bits.
2. Devices  
**Type:** plist array  
**Failsafe:** Empty  
**Description:** Specifies the custom memory devices to be added.  
  
Designed to be filled with plist dictionary values, describing each memory device. See [the](#) Memory Devices Properties section below. This should include all memory slots, even if unpopulated.
3. ErrorCorrection  
**Type:** plist integer, 8-bit  
**Failsafe:** 0x03  
**SMBIOS:** Physical Memory Array (Type 16) — Memory Error Correction  
**Description:** Specifies the primary hardware error correction or detection method supported by the memory.
  - 0x01 — Other
  - 0x02 — Unknown
  - 0x03 — None
  - 0x04 — Parity
  - 0x05 — Single-bit ECC
  - 0x06 — Multi-bit ECC
  - 0x07 — CRC
4. FormFactor  
**Type:** plist integer, 8-bit  
**Failsafe:** 0x02



**SMBIOS: Memory Device (Type 17) — Asset Tag**  
**Description:** Specifies the asset tag of this memory device.

2. BankLocator

**Type:** plist string  
**Failsafe:** Unknown

**SMBIOS: Memory Device (Type 17) — Bank Locator**

**Description:** Specifies the physically labeled bank where the memory device is located.

3. DeviceLocator

**Type:** plist string  
**Failsafe:** Unknown

**SMBIOS: Memory Device (Type 17) — Device Locator**

**Description:** Specifies the physically-labeled socket or board position where the memory device is located.

4. Manufacturer

**Type:** plist string  
**Failsafe:** Unknown

**SMBIOS: Memory Device (Type 17) — Manufacturer**

**Description:** Specifies the manufacturer of this memory device.

5. PartNumber

**Type:** plist string  
**Failsafe:** Unknown

**SMBIOS: Memory Device (Type 17) — Part Number**

**Description:** Specifies the part number of this memory device.

6. SerialNumber

**Type:** plist string  
**Failsafe:** Unknown

**SMBIOS: Memory Device (Type 17) — Serial Number**

**Description:** Specifies the serial number of this memory device.

7. Size

**Type:** plist integer, 32-bit  
**Failsafe:** 0

**SMBIOS: Memory Device (Type 17) — Size**

**Description:** Specifies the size of the memory device, in megabytes. 0 indicates this slot is not populated.

8. Speed

**Type:** plist integer, 16-bit  
**Failsafe:** 0

**SMBIOS: Memory Device (Type 17) — Speed**

**Description:** Specifies the maximum capable speed of the device, in megatransfers per second (MT/s). 0 indicates an unknown speed.

## 10.5 PlatformNVRAM Properties

1. BID

**Type:** plist string  
**Failsafe:** ~~Not installed~~[Empty \(Not installed\)](#)

**Description:** Specifies the value of NVRAM variable 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW\_BID.

2. ROM

**Type:** plist data, 6 bytes  
**Failsafe:** ~~Not installed~~[Empty \(Not installed\)](#)

**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~~[Empty \(Not installed\)](#)

**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~~[Empty \(Not installed\)](#)

**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~~[Empty \(Not installed\)](#)

**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

#### 6. [SystemSerialNumber](#)

**Type:** plist string

**Failsafe:** [Empty \(Not installed\)](#)

**Description:** Specifies the values of NVRAM variables [4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:HW\\_SSN](#) and [4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:SSN](#).

#### 7. SystemUUID

**Type:** plist string

**Failsafe:** ~~Not installed~~[Empty \(Not installed\)](#)

**Description:** Specifies the value of NVRAM variable 4D1EDE05-38C7-4A6A-9CC6-4BCCA8B38C14:system-id for boot services only. ~~Value~~[The value](#) found on Macs is equal to SMBIOS SystemUUID.

## 10.6 SMBIOS Properties

#### 1. BIOSVendor

**Type:** plist string

**Failsafe:** ~~OEM specified~~[Empty \(OEM specified\)](#)

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

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

#### 2. BIOSVersion

**Type:** plist string

**Failsafe:** ~~OEM specified~~[Empty \(OEM specified\)](#)

**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 firmware and is described in BiosId.h. In newer firmware, 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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**SMBIOS:** System Information (Type 1) — Manufacturer  
**Description:** OEM manufacturer of the particular board. ~~Shall not be specified~~[Use failsafe](#) unless strictly required. ~~Should not~~[Do not override to](#) contain Apple Inc. [on non-Apple hardware](#), 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 such as Linux unbootable.
5. SystemProductName  
**Type:** plist string  
**Failsafe:** ~~OEM-specified~~[Empty \(OEM specified\)](#)  
**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 AppleModels.
6. SystemVersion  
**Type:** plist string  
**Failsafe:** ~~OEM-specified~~[Empty \(OEM specified\)](#)  
**SMBIOS:** System Information (Type 1) — Version  
**Description:** Product iteration version number. May look like 1.1.
7. SystemSerialNumber  
**Type:** plist string  
**Failsafe:** ~~OEM-specified~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**SMBIOS:** System Information (Type 1) — Family  
**Description:** Family name. May look like iMac Pro.
11. BoardManufacturer  
**Type:** plist string

- Failsafe:** ~~OEM-specified~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[0 \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**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~~[0 \(OEM specified\)](#)  
**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~~[Empty \(OEM specified\)](#)  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Version  
**Description:** Should match `BoardProduct`.
21. `ChassisSerialNumber`  
**Type:** plist string

**Failsafe:** ~~OEM specified~~[Empty \(OEM specified\)](#)  
**SMBIOS:** System Enclosure or Chassis (Type 3) — Version  
**Description:** Should match `SystemSerialNumber`.

22. `ChassisAssetTag`  
**Type:** plist string  
**Failsafe:** ~~OEM specified~~[Empty \(OEM specified\)](#)  
**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 [\(OEM specified on Apple hardware, do not provide the table otherwise\)](#)  
**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~~[Missing on older Macs.](#)
24. `SmcVersion`  
**Type:** plist data, 16 bytes  
**Failsafe:** All zero [\(OEM specified on Apple hardware, do not provide the table otherwise\)](#)  
**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 [\(OEM specified on Apple hardware, 0 otherwise\)](#)  
**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 [\(OEM specified on Apple hardware, 0 otherwise\)](#)  
**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:** 0 (Automatic)  
**SMBIOS:** APPLE\_SMBIOS\_TABLE\_TYPE131 - `ProcessorType`  
**Description:** Combined of Processor Major and Minor types.

Automatic value generation tries to provide most accurate value for the currently installed CPU. When this fails please make sure to create an issue and provide `sysctl machdep.cpu` and `dmidecode` output. For a full list of available values and their limitations (the value will only apply if the CPU core count matches) refer to Apple SMBIOS definitions header [here](#).

- **Background** — Centred background image.
- **Apple** — Apple OS (128x128).
- **AppleRecv** — Apple Recovery OS (128x128).
- **AppleTM** — Apple Time Machine (128x128).
- **Windows** — Windows (128x128).
- **Other** — Custom entry (see **Entries**, 128x128).
- **ResetNVRAM** — Reset NVRAM system action or tool (128x128).
- **Shell** — Entry with UEFI Shell name for e.g. **OpenShell** (128x128).
- **Tool** — Any other tool (128x128).

Predefined labels are put to `\EFI\OC\Resources\Label` directory. Each label has `.1b1` or `.12x` suffix to represent the scaling level. Full list of labels is provided below. All labels are mandatory.

- **EFIBoot** — Generic OS.
- **Apple** — Apple OS.
- **AppleRecv** — Apple Recovery OS.
- **AppleTM** — Apple Time Machine.
- **Windows** — Windows.
- **Other** — Custom entry (see **Entries**).
- **ResetNVRAM** — Reset NVRAM system action or tool.
- **Shell** — Entry with UEFI Shell name (e.g. **OpenShell**).
- **Tool** — Any other tool.

*Note:* All labels must have a height of exactly 12 px. There is no limit for their width.

Label and icon generation can be performed with bundled utilities: `disklabel` and `icnspack`. Font is Helvetica 12 pt times scale factor.

Font format corresponds to AngelCode binary BMF. While there are many utilities to generate font files, currently it is recommended to use `dpFontBaker` to generate bitmap font (using `CoreText` produces best results) and `fonverter` to export it to binary format.

## 11.5 OpenRuntime

**OpenRuntime** is an OpenCore plugin implementing `OC_FIRMWARE_RUNTIME` protocol. This protocol implements multiple features required for OpenCore that are otherwise not possible to implement in OpenCore itself as they are needed to work in runtime, i.e. during operating system functioning. Feature highlights:

- NVRAM namespaces, allowing to isolate operating systems from accessing select variables (e.g. **RequestBootVarRouting** or **ProtectSecureBoot**).
- Read-only and write-only NVRAM variables, enhancing the security of OpenCore, Lilu, and Lilu plugins, such as VirtualSMC, which implements **AuthRestart** support.
- NVRAM isolation, allowing to protect all variables from being written from an untrusted operating system (e.g. **DisableVariableWrite**).
- UEFI Runtime Services memory protection management to workaround read-only mapping (e.g. **EnableWriteUnprotector**).

## 11.6 Properties

### 1. APFS

**Type:** plist dict

**Failsafe:** None

**Description:** Provide APFS support as configured in [the](#) APFS Properties section below.

### 2. Audio

**Type:** plist dict

**Failsafe:** None

**Description:** Configure audio backend support described in [the](#) Audio Properties section below.

Audio support provides a way for upstream protocols to interact with the selected hardware and audio resources. All audio resources should reside in `\EFI\OC\Resources\Audio` directory. Currently the supported audio file

formats are MP3 and WAVE PCM. While it is driver-dependent which audio stream format is supported, most common audio cards support 16-bit signed stereo audio at 44100 or 48000 Hz.

Audio file path is determined by audio type, audio localisation, and audio path. Each filename looks as follows: [audio type]\_[audio localisation]\_[audio path].[audio ext]. For unlocalised files filename does not include the language code and looks as follows: [audio type]\_[audio path].[audio ext]. Audio extension can either be mp3 or wav.

- Audio type can be OCEFIAudio for OpenCore audio files or AXEFIAudio for macOS bootloader audio files.
- Audio localisation is a two letter language code (e.g. `en`) with an exception for Chinese, Spanish, and Portuguese. Refer to `APPLE_VOICE_OVER_LANGUAGE_CODE` definition for the list of all supported localisations.
- Audio path is the base filename corresponding to a file identifier. For macOS bootloader audio paths refer to `APPLE_VOICE_OVER_AUDIO_FILE` definition. For OpenCore audio paths refer to `OC_VOICE_OVER_AUDIO_FILE` definition. The only exception is OpenCore boot chime file, which is `OCEFIAudio_VoiceOver_Boot.mp3`.

Audio localisation is determined separately for macOS bootloader and OpenCore. For macOS bootloader it is set in `preferences.efi` archive in `systemLanguage.utf8` file and is controlled by the operating system. For OpenCore the value of `prev-lang:kbd` variable is used. When native audio localisation of a particular file is missing, English language (`en`) localisation is used. Sample audio files can be found in OcBinaryData repository.

### 3. ConnectDrivers

**Type:** plist boolean

**Failsafe:** false

**Description:** Perform UEFI controller connection after driver loading.

This option is useful for loading drivers following UEFI driver model as they may not start by themselves. Examples of such drivers are filesystem or audio drivers. While effective, this option may not be necessary for drivers performing automatic connection, and may slightly slowdown the boot.

*Note:* Some types of firmware, particularly those made by Apple, only connect the boot drive to speed up the boot process. Enable this option to be able to see all the boot options when running multiple drives.

### 4. 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.

### 5. Input

**Type:** plist dict

**Failsafe:** None

**Description:** Apply individual settings designed for input (keyboard and mouse) in [the](#) Input Properties section below.

### 6. Output

**Type:** plist dict

**Failsafe:** None

**Description:** Apply individual settings designed for output (text and graphics) in [the](#) Output Properties section below.

### 7. ProtocolOverrides

**Type:** plist dict

**Failsafe:** None

**Description:** Force builtin versions of ~~select~~[certain](#) protocols described in [the](#) ProtocolOverrides Properties section below.

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

### 8. Quirks

**Type:** plist dict

**Failsafe:** None

**Description:** Apply individual firmware quirks described in [the](#) Quirks Properties section below.



- 0 — require the default supported version of APFS in OpenCore. The default version will increase with time and thus this setting is recommended. Currently set to the latest point release from High Sierra from App Store (748077008000000).
- -1 — permit any version to load (strongly discouraged).
- Other — use custom minimal APFS version, e.g. 1412101001000000 from macOS Catalina 10.15.4. APFS versions can be found in OpenCore boot log and `OcApfsLib`.

## 11.8 Audio Properties

### 1. AudioCodec

**Type:** plist integer

**Failsafe:** 0

**Description:** Codec address on the specified audio controller for audio support.

Normally this contains first audio codec address on the builtin analog audio controller (HDEF). Audio codec addresses, e.g. 2, can be found in the debug log (marked in bold-italic):

```
OCAU: 1/3 PciRoot(0x0)/Pci(0x1,0x0)/Pci(0x0,0x1)/VenMsg(<redacted>,00000000) (4 outputs)
OCAU: 2/3 PciRoot(0x0)/Pci(0x3,0x0)/VenMsg(<redacted>,00000000) (1 outputs)
OCAU: 3/3 PciRoot(0x0)/Pci(0x1B,0x0)/VenMsg(<redacted>,02000000) (7 outputs)
```

As an alternative this value can be obtained from `IOHDACodecDevice` class in I/O Registry containing it in `IOHDACodecAddress` field.

### 2. AudioDevice

**Type:** plist string

**Failsafe:** ~~empty string~~ `Empty`

**Description:** Device path of the specified audio controller for audio support.

Normally this contains builtin analog audio controller (HDEF) device path, e.g. `PciRoot(0x0)/Pci(0x1b,0x0)`. The list of recognised audio controllers can be found in the debug log (marked in bold-italic):

```
OCAU: 1/3 PciRoot(0x0)/Pci(0x1,0x0)/Pci(0x0,0x1)/VenMsg(<redacted>,00000000) (4 outputs)
OCAU: 2/3 PciRoot(0x0)/Pci(0x3,0x0)/VenMsg(<redacted>,00000000) (1 outputs)
OCAU: 3/3 PciRoot(0x0)/Pci(0x1B,0x0)/VenMsg(<redacted>,02000000) (7 outputs)
```

As an alternative `gfxutil -f HDEF` command can be used in macOS. Specifying empty device path will result in the first available audio controller to be used.

### 3. AudioOut

**Type:** plist integer

**Failsafe:** 0

**Description:** Index of the output port of the specified codec starting from 0.

Normally this contains the index of the green out of the builtin analog audio controller (HDEF). The number of output nodes (N) in the debug log (marked in bold-italic):

```
OCAU: 1/3 PciRoot(0x0)/Pci(0x1,0x0)/Pci(0x0,0x1)/VenMsg(<redacted>,00000000) (4 outputs)
OCAU: 2/3 PciRoot(0x0)/Pci(0x3,0x0)/VenMsg(<redacted>,00000000) (1 outputs)
OCAU: 3/3 PciRoot(0x0)/Pci(0x1B,0x0)/VenMsg(<redacted>,02000000) (7 outputs)
```

The quickest way to find the right port is to bruteforce the values from 0 to N - 1.

### 4. AudioSupport

**Type:** plist boolean

**Failsafe:** false

**Description:** Activate audio support by connecting to a backend driver.

Enabling this setting routes audio playback from builtin protocols to a dedicated audio port (`AudioOut`) of the specified codec (`AudioCodec`) located on the audio controller (`AudioDevice`).

### 5. MinimumVolume

**Type:** plist integer

**Failsafe:** 0

**Description:** Minimal heard volume level from 0 to 100.

*Note:* Some platforms may require different values, higher or lower. For example, when detecting key misses in OpenCanopy try increasing this value (e.g. to 10), and when detecting key stall, try decreasing this value. Since every platform is different it may be reasonable to check every value from 1 to 25.

### 3. KeyMergeThreshold

**Type:** plist integer

**Failsafe:** 0

**Description:** Assume simultaneous combination for keys submitted within this timeout in milliseconds.

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

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

### 4. KeySupport

**Type:** plist boolean

**Failsafe:** false

**Description:** Enable internal keyboard input translation to `AppleKeyMapAggregator` protocol.

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

### 5. KeySupportMode

**Type:** plist string

**Failsafe:** Auto

**Description:** Set internal keyboard input translation to `AppleKeyMapAggregator` protocol mode.

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

*Note:* Currently `V1`, `V2`, and `AMI` unlike `Auto` only do filtering of the particular specified protocol. This may change in the future versions.

### 6. KeySwap

**Type:** plist boolean

**Failsafe:** false

**Description:** Swap `Command` and `Option` keys during submission.

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

### 7. PointerSupport

**Type:** plist boolean

**Failsafe:** false

**Description:** Enable internal pointer driver.

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

### 8. PointerSupportMode

**Type:** plist string

**Failsafe:** ~~empty-string~~Empty

**Description:** Set OEM protocol used for internal pointer driver.

Currently the only supported variant is `ASUS`, using specialised protocol available on ~~select~~certain Z87 and Z97 ASUS boards. More details can be found in `LongSoft/UefiTool#116`. The value of this property cannot be empty if `PointerSupport` is enabled.

## 9. TimerResolution

**Type:** plist integer

**Failsafe:** 0

**Description:** Set architecture timer resolution.

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

The recommended value is 50000 (5 milliseconds) or slightly higher. Select ASUS Z87 boards use 60000 for the interface. Apple boards use 100000. In case of issues, this option can be left as 0.

## 11.10 Output Properties

### 1. TextRenderer

**Type:** plist string

**Failsafe:** BuiltinGraphics

**Description:** Chooses renderer for text going through standard console output.

Currently two renderers are supported: **Builtin** and **System**. **System** renderer uses firmware services for text rendering. **Builtin** bypassing firmware services and performs text rendering on its own. Different renderers support a different set of options. It is recommended to use **Builtin** renderer, as it supports HiDPI mode and uses full screen resolution.

UEFI firmware generally supports **ConsoleControl** with two rendering modes: **Graphics** and **Text**. Some types of firmware do not support **ConsoleControl** and rendering modes. OpenCore and macOS expect text to only be shown in **Graphics** mode and graphics to be drawn in any mode. Since this is not required by UEFI specification, exact behaviour varies.

Valid values are combinations of text renderer and rendering mode:

- **BuiltinGraphics** — Switch to **Graphics** mode and use **Builtin** renderer with custom **ConsoleControl**.
- **BuiltinText** — Switch to **Text** mode and use **Builtin** renderer with custom **ConsoleControl**.
- **SystemGraphics** — Switch to **Graphics** mode and use **System** renderer with custom **ConsoleControl**.
- **SystemText** — Switch to **Text** mode and use **System** renderer with custom **ConsoleControl**.
- **SystemGeneric** — Use **System** renderer with system **ConsoleControl** assuming it behaves correctly.

The use of **BuiltinGraphics** is generally straightforward. For most platforms it is necessary to enable **ProvideConsoleGop**, set **Resolution** to **Max**. **BuiltinText** variant is an alternative **BuiltinGraphics** for some very old and ~~buggy-faulty~~ laptop firmware, which can only draw in **Text** mode.

The use of **System** protocols is more complicated. In general the preferred setting is **SystemGraphics** or **SystemText**. Enabling **ProvideConsoleGop**, setting **Resolution** to **Max**, enabling **ReplaceTabWithSpace** is useful on almost all platforms. **SanitiseClearScreen**, **IgnoreTextInGraphics**, and **ClearScreenOnModeSwitch** are more specific, and their use depends on the firmware.

*Note:* Some Macs, namely **MacPro5,1**, may have broken console output with newer GPUs, and thus only **BuiltinGraphics** may work for them.

### 2. ConsoleMode

**Type:** plist string

**Failsafe:** Empty ~~string~~ (Maintain current console mode)

**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~~ attempt using the largest available console mode. ~~Currently This option is currently ignored as the Builtin text renderer supports only only~~ supports one console mode, ~~so this option is ignored.~~

*Note:* This field is best left empty on most types of firmware.

### 3. Resolution

**Type:** plist string

**Failsafe:** Empty ~~string~~ (Maintain current screen resolution)

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

- Set to `WxH@Bpp` (e.g. `1920x1080@32`) or `WxH` (e.g. `1920x1080`) formatted string to request custom resolution from GOP if available.
- Set to ~~empty string not to change screen resolution.~~
- ~~Set to~~ `Max` to ~~try to use~~ attempt using the 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 `Builtin` text renderer, FileVault 2 UEFI password interface, and boot screen logo. Refer to [the 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` set to `true`.

#### 4. ForceResolution

**Type:** plist boolean

**Failsafe:** false

**Description:** Forces `Resolution` to be set in cases where the desired resolution is not available by default, such as on legacy Intel GMA and first generation Intel HD Graphics (Ironlake/Arrandale). Setting `Resolution` to `Max` will try to pull the largest available resolution from the connected display's EDID.

*Note:* This option depends on the `OC_FORCE_RESOLUTION_PROTOCOL` protocol being present. This protocol is currently only supported by `OpenDuetPkg`. The `OpenDuetPkg` implementation currently only supports Intel iGPUs.

#### 5. ClearScreenOnModeSwitch

**Type:** plist boolean

**Failsafe:** false

**Description:** Some types of firmware only clear part of the screen when switching from graphics to text mode, leaving a fragment of previously drawn images visible. This option fills the entire graphics screen with black colour before switching to text mode.

*Note:* This option only applies to `System` renderer.

#### 6. DirectGopRendering

**Type:** plist boolean

**Failsafe:** false

**Description:** Use builtin graphics output protocol renderer for console.

On some types of firmware, such as on the `MacPro5,1`, this may provide better performance or fix rendering issues. However, this option is not recommended unless there is an obvious benefit as it may result in issues such as slower scrolling.

#### 7. IgnoreTextInGraphics

**Type:** plist boolean

**Failsafe:** false

**Description:** Some types of firmware output text onscreen in both graphics and text mode. This is typically unexpected as 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 a different mode from `Text`.

*Note:* This option only applies to the `System` renderer.

#### 8. ReplaceTabWithSpace

**Type:** plist boolean

**Failsafe:** false

**Description:** Some types of firmware do not print tab characters or everything that follows them, causing difficulties in using the UEFI Shell's builtin text editor to edit property lists and other documents. This option makes the console output spaces instead of tabs.

*Note:* This option only applies to `System` renderer.

#### 9. ProvideConsoleGop

**Type:** plist boolean

**Failsafe:** false

**Description:** Ensure GOP (Graphics Output Protocol) on console handle.

macOS bootloader requires GOP or UGA (for 10.4 EfiBoot) to be present on console handle, yet the exact location of the graphics protocol is not covered by the UEFI specification. This option will ensure GOP and UGA, if present, are available on the console handle.

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

#### 10. ReconnectOnResChange

**Type:** plist boolean

**Failsafe:** false

**Description:** Reconnect console controllers after changing screen resolution.

On some types of firmware, the controllers that produce the console protocols (simple text out) must be reconnected when the screen resolution is changed via GOP. Otherwise they will not produce text based on the new resolution.

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

#### 11. SanitiseClearScreen

**Type:** plist boolean

**Failsafe:** false

**Description:** Some types of firmware reset screen resolutions to a failsafe value (such as 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:* This option only applies to [the System](#) renderer. On all known affected systems, `ConsoleMode` ~~had to~~ [must](#) be set to [an](#) empty string for this [option](#) to work.

#### 12. UgaPassThrough

**Type:** plist boolean

**Failsafe:** false

**Description:** Provide UGA protocol instances on top of GOP protocol [instances](#).

Some types of firmware do not implement the legacy UGA protocol but this may be required for screen output by older EFI applications such as EfiBoot from 10.4.

### 11.11 ProtocolOverrides Properties

#### 1. AppleAudio

**Type:** plist boolean

**Failsafe:** false

**Description:** ~~Reinstalls~~ [Replaces](#) Apple audio protocols with builtin versions.

Apple audio protocols allow macOS bootloader and OpenCore to play sounds and signals for screen reading or audible error reporting. Supported protocols are beep generation and VoiceOver. VoiceOver protocol is specific to Gibraltar machines (T2) and is not supported before macOS High Sierra (10.13). Instead older macOS versions use AppleHDA protocol, which is currently not implemented.

Only one set of audio protocols can be available at a time, so in order to get audio playback in OpenCore user interface on Mac system implementing some of these protocols this setting should be enabled.

*Note:* Backend audio driver needs to be configured in UEFI **Audio** section for these protocols to be able to stream audio.

#### 2. AppleBootPolicy

**Type:** plist boolean

**Failsafe:** false

**Description:** ~~Reinstalls~~ [Replaces the](#) Apple Boot Policy protocol with a builtin version. This may be used to ensure APFS compatibility on VMs or legacy Macs.

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

3. AppleDebugLog  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple Debug Log protocol with a builtin version.
4. AppleEvent  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple Event protocol with a builtin version. This may be used to ensure ~~FileVault~~ FileVault 2 compatibility on VMs or legacy Macs.
5. AppleFramebufferInfo  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple Framebuffer Info protocol with a builtin version. This may be used to override framebuffer information on VMs or legacy Macs to improve compatibility with legacy EfiBoot such as the one in macOS 10.4.
6. AppleImageConversion  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple Image Conversion protocol with a builtin version.
7. AppleImg4Verification  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple IMG4 Verification protocol with a builtin version. This protocol is used to verify im4m manifest files used by Apple Secure Boot.
8. AppleKeyMap  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces Apple Key Map protocols with builtin versions.
9. AppleRtcRam  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple RTC RAM protocol with a builtin version.  
  
*Note:* Builtin version of Apple RTC RAM protocol may filter out I/O attempts to ~~select certain~~ RTC memory addresses. The list of addresses can be specified in 4D1FDA02-38C7-4A6A-9CC6-4BCCA8B30102:rtc-blacklist variable as a data array.
10. AppleSecureBoot  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple Secure Boot protocol with a builtin version.
11. AppleSmcIo  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple SMC I/O protocol with a builtin version.  
  
This protocol replaces legacy VirtualSmc EFI driver, and is compatible with any SMC kernel extension. However, in case FakeSMC kernel extension is used, manual NVRAM key variable addition may be needed.
12. AppleUserInterfaceTheme  
Type: plist boolean  
Failsafe: false  
Description: ~~Reinstalls~~ Replaces the Apple User Interface Theme protocol with a builtin version.
13. DataHub  
Type: plist boolean

Failsafe: false

**Description:** ~~Reinstalls~~ Replaces the Data Hub protocol with a builtin version. ~~This will delete all previous properties~~

*Note:* This will discard all previous entries if the protocol was already installed, so all properties required for safe operation of the system must be specified in your configuration.

#### 14. DeviceProperties

**Type:** plist boolean

Failsafe: false

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

*Note:* This will discard all previous entries if the protocol was already installed, so all properties required for safe operation of the system must be specified in your configuration.

#### 15. FirmwareVolume

**Type:** plist boolean

Failsafe: false

**Description:** ~~Foreibly wraps~~ Wraps Firmware Volume protocols or installs ~~new a new version~~ to support custom cursor images for ~~File Vault~~ FileVault 2. ~~Should be set~~ Set to true to ensure ~~File Vault~~ FileVault 2 compatibility on ~~everything but anything other than~~ VMs and legacy Macs.

*Note:* Several virtual machines including VMware may have corrupted cursor ~~image images~~ in HiDPI mode and thus, ~~may also require this setting to be enabled~~ enabling this setting.

#### 16. HashServices

**Type:** plist boolean

Failsafe: false

**Description:** ~~Foreibly reinstalls~~ Replaces Hash Services protocols with builtin versions. ~~Should be set~~ Set to true to ensure ~~File Vault~~ FileVault 2 compatibility on platforms ~~providing broken with flawed~~ SHA-1 ~~hashing.~~ Can be diagnosed by hash implementations. This can be determined by an invalid cursor size ~~with when~~ UIScale is set to 02, ~~in general platforms prior to.~~ Platforms earlier than APTIO V (Haswell and older) are typically affected.

#### 17. OSInfo

**Type:** plist boolean

Failsafe: false

**Description:** ~~Foreibly reinstalls~~ Replaces the OS Info protocol with ~~builtin versions~~ a builtin version. This protocol is ~~generally used typically used by the firmware and other applications~~ to receive notifications from ~~macOS bootloader, by the firmware or by other applications~~ the macOS bootloader.

#### 18. UnicodeCollation

**Type:** plist boolean

Failsafe: false

**Description:** ~~Foreibly reinstalls~~ Replaces unicode collation services with builtin ~~version.~~ Should be set versions. Set to true to ensure UEFI Shell compatibility on platforms ~~providing broken unicode collation.~~ In general legacy with flawed unicode collation implementations. Legacy Insyde and APTIO platforms on Ivy Bridge ~~and earlier are.~~ and earlier, are typically affected.

## 11.12 Quirks Properties

#### 1. DisableSecurityPolicy

**Type:** plist boolean

Failsafe: false

**Description:** Disable platform security policy.

*Note:* This setting disables various security features of the firmware, defeating the purpose of any kind of Secure Boot. Do NOT enable if you use UEFI Secure Boot.

#### 2. ExitBootServicesDelay

**Type:** plist integer



**Failsafe:** 0

**Description:** Adds delay in microseconds after EXIT\_BOOT\_SERVICES event.

This is a very rough workaround to circumvent the `Still waiting for root device` message on some APTIO IV firmware (ASUS Z87-Pro) particularly when using FileVault 2. It appears that for some reason, they execute code in parallel to EXIT\_BOOT\_SERVICES, which results in the SATA controller being inaccessible from macOS. A better approach ~~should be found in some future~~ is required and Acidanthera is open to suggestions. Expect 3 to 5 seconds to be adequate when this quirk is needed.

### 3. IgnoreInvalidFlexRatio

**Type:** plist boolean

**Failsafe:** false

**Description:** Some types of firmware (such as APTIO IV) may contain invalid values in the MSR\_FLEX\_RATIO (0x194) MSR register. These values may cause macOS boot failures on Intel platforms.

*Note:* While the option is not expected to harm unaffected firmware, its use is ~~only recommended when it is recommended only when~~ specifically required.

### 4. ReleaseUsbOwnership

**Type:** plist boolean

**Failsafe:** false

**Description:** Attempt to detach USB controller ownership from the firmware driver. While most types of firmware manage to do ~~that this~~ properly, or at least have an option for this, some do not. As a result, the operating system may freeze upon boot. Not recommended unless specifically required.

### 5. RequestBootVarRouting

**Type:** plist boolean

**Failsafe:** false

**Description:** Request redirect of all Boot prefixed variables from EFI\_GLOBAL\_VARIABLE\_GUID to OC\_VENDOR\_VARIABLE\_GUID.

This quirk requires OC\_FIRMWARE\_RUNTIME protocol implemented in `OpenRuntime.efi`. The quirk lets default boot entry preservation at times when the firmware deletes incompatible boot entries. In summary, this quirk is required to reliably use the Startup Disk preference pane in firmware that is not compatible with macOS boot entries by design.

By redirecting Boot prefixed variables to a separate GUID namespace with the help of `RequestBootVarRouting` quirk we achieve multiple goals:

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

### 6. TscSyncTimeout

**Type:** plist integer

**Failsafe:** 0

**Description:** Attempts to perform TSC synchronisation with a specified timeout.

The primary purpose of this quirk is to enable early bootstrap TSC synchronisation on some server and laptop models when running a debug XNU kernel. For the debug kernel the TSC needs to be kept in sync across the cores before any kext could kick in rendering all other solutions problematic. The timeout is specified in microseconds and depends on the amount of cores present on the platform, the recommended starting value is 500000.

This is an experimental quirk, which should only be used for the aforementioned problem. In all other cases, the quirk may render the operating system unstable and is not recommended. The recommended solution in the other cases is to install a kernel driver such as `VoodooTSCSync`, `TSCAdjustReset`, or `CpuTscSync` (a more specialised variant of `VoodooTSCSync` for newer laptops).

*Note:* ~~The reason this~~ This quirk cannot replace the kernel driver ~~is~~ because it cannot operate in ACPI S3 ~~mode~~ (sleep wake) mode and because the UEFI firmware only provides very limited multicore support ~~preventing the precise update which prevents precise updates~~ of the MSR registers.

7. UnblockFsConnect

**Type:** plist boolean

**Failsafe:** false

**Description:** Some types of firmware block partition handles by opening them in By Driver mode, resulting in ~~being-unable~~ an inability to install File System protocols.

*Note:* ~~The quirk is mostly relevant for select HP laptops with no drives listed~~ This quirk is useful in cases where unsuccessful drive detection results in an absence of boot entries.

## 11.13 ReservedMemory Properties

1. Address

**Type:** plist integer

**Failsafe:** 0

**Description:** Start address of the reserved memory region, which should be allocated as reserved effectively marking the memory of this type inaccessible to the operating system.

The addresses written here must be part of the memory map, have [a](#) EfiConventionalMemory type, and [be](#) page-aligned (4 KBs).

*Note:* Some types of firmware may not allocate memory areas used by S3 (sleep) and S4 (hibernation) code unless CSM is enabled causing wake failures. After comparing the memory maps with CSM disabled and enabled, these areas can be found in the lower memory and can be fixed up by doing the reservation. See `Sample.plist` for more details.

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~~ Whether this value is used is implementation defined.

3. Size

**Type:** plist integer

**Failsafe:** 0

**Description:** Size of the reserved memory region, must be page-aligned (4 KBs).

4. Type

**Type:** plist string

**Failsafe:** Reserved

**Description:** Memory region type matching the UEFI specification memory descriptor types. Mapping:

- Reserved — EfiReservedMemoryType
- LoaderCode — EfiLoaderCode
- LoaderData — EfiLoaderData
- BootServiceCode — EfiBootServicesCode
- BootServiceData — EfiBootServicesData
- RuntimeCode — EfiRuntimeServicesCode
- RuntimeData — EfiRuntimeServicesData
- Available — EfiConventionalMemory
- Persistent — EfiPersistentMemory
- UnusableMemory — EfiUnusableMemory
- ACPIReclaimMemory — EfiACPIReclaimMemory
- ACPIMemoryNVS — EfiACPIMemoryNVS
- MemoryMappedIO — EfiMemoryMappedIO
- MemoryMappedIOPortSpace — EfiMemoryMappedIOPortSpace
- PalCode — EfiPalCode

5. Enabled

**Type:** plist boolean

**Failsafe:** false

**Description:** This region will not be reserved unless set to `true`.

## 12 Troubleshooting

### 12.1 Legacy Apple OS

Older operating systems may be more complicated to install, but sometimes can be necessary to use for all kinds of reasons. While a compatible board identifier and CPUID are the obvious requirements for proper functioning of an older operating system, there are many other less obvious things to consider. This section tries to cover a common set of issues relevant to installing older macOS operating systems.

While newer operating systems can be downloaded over the internet, older operating systems did not have installation media for every minor release, ~~so to get a compatible distribution one may have to~~. [For compatible distributions of such](#), download a device-specific image and ~~mod-modify~~ it if necessary. ~~To get the~~ [Visit this archived Apple Support article for a list of the bundled device-specific builds for legacy operating systems](#) ~~one can visit this archived Apple Support article. Since it is not always~~. [However, as this may not always be](#) accurate, the latest versions are listed below.

#### 12.1.1 macOS 10.8 and 10.9

- Disk images on these systems use Apple Partitioning Scheme and require `OpenPartitionDxe` driver to run DMG recovery and installation (included in `OpenDuet`). It is possible to set `DmgLoading` to `Disabled` to run the recovery without DMG loading avoiding the need for `OpenPartitionDxe`.
- Cached kernel images often do not contain family drivers for networking (`IONetworkingFamily`) or audio (`IOAudioFamily`) requiring the use of `Force` loading in order to inject networking or audio drivers.

#### 12.1.2 macOS 10.7

- All previous issues apply.
- SSSE3 support (not to be confused with SSE3 support) is a hard requirement for macOS 10.7 kernel.
- Many kexts, including Lilu when 32-bit kernel is used and a lot of Lilu plugins, are unsupported on macOS 10.7 and older as they require newer kernel APIs, which are not part of the macOS 10.7 SDK.
- Prior to macOS 10.8 KASLR sliding is not supported, which will result in memory allocation failures on firmware that utilise lower memory for their own purposes. Refer to [acidanthera/bugtracker#1125](#) for tracking.

#### 12.1.3 macOS 10.6

- All previous issues apply.
- SSSE3 support is a requirement for macOS 10.6 kernel with 64-bit userspace enabled. This limitation can mostly be lifted by enabling the `LegacyCommpage` quirk.
- Last released installer images for macOS 10.6 are macOS 10.6.7 builds 10J3250 (for `MacBookPro8,x`) and 10J4139 (for `iMac12,x`), without Xcode). These images are limited to their target model identifiers and have no `-no_compat_check` boot argument support. Modified images (with `ACDT` suffix) without model restrictions can be found here ([MEGA Mirror](#)), assuming macOS 10.6 is legally owned. Read `DIGEST.txt` for more details. Note that these are the earliest tested versions of macOS 10.6 with `OpenCore`.

Model checking may also be erased by editing `OSInstall.mpkg` with e.g. `Flat Package Editor` by making `Distribution` script to always return `true` in `hwbeModelCheck` function. Since updating the only file in the image and not corrupting other files can be difficult and may cause slow booting due to kernel cache date changes, it is recommended to script image rebuilding as shown below:

---

```
#!/bin/bash
# Original.dmg is original image, OSInstall.mpkg is patched package
mkdir R0
hdiutil mount Original.dmg -noverify -noautoopen -noautoopenrw -noautofsck -mountpoint R0
cp R0/.DS_Store DS_STORE
hdiutil detach R0 -force
rm -rf R0
hdiutil convert Original.dmg -format UDRW -o ReadWrite.dmg
```

```

mkdir RW
xattr -c OSInstall.mpkg
hdiutil mount ReadWrite.dmg -noverify -noautoopen -noautoopenrw -noautofsck -mountpoint RW
cp OSInstall.mpkg RW/System/Installation/Packages/OSInstall.mpkg
killall Finder fsevents
rm -rf RW/.fsevents
cp DS_STORE RW/.DS_Store
hdiutil detach RW -force
rm -rf DS_STORE RW
hdiutil convert ReadWrite.dmg -format UDZO -o ReadOnly.dmg

```

---

#### 12.1.4 macOS 10.5

- All previous issues apply.
- This macOS version does not support `x86_64` kernel and requires `i386` kernel extensions and patches.
- This macOS version uses the first (V1) version of `prelinkedkernel`, which has kext symbol tables corrupted by the kext tools. This nuance renders `prelinkedkernel` kext injection impossible in OpenCore. `Mkext` kext injection will still work without noticeable performance drain and will be chosen automatically when `KernelCache` is set to `Auto`.
- Last released installer image for macOS 10.5 is macOS 10.5.7 build 9J3050 (for `MacBookPro5,3`). Unlike the others, this image is not limited to the target model identifiers and can be used as is. The original 9J3050 image can be found here (MEGA Mirror), assuming macOS 10.5 is legally owned. Read `DIGEST.txt` for more details. Note that this is the earliest tested version of macOS 10.5 with OpenCore.

#### 12.1.5 macOS 10.4

- All previous issues apply.
- This macOS version has a hard requirement to access all the optional packages on the second DVD disk installation media, requiring either two disks or USB media installation.
- Last released installer images for macOS 10.4 are macOS 10.4.10 builds 8R4061a (for `MacBookPro3,1`) and 8R4088 (for `iMac7,1`). These images are limited to their target model identifiers as on newer macOS versions. Modified 8R4088 images (with `ACDT` suffix) without model restrictions can be found here (MEGA Mirror), assuming macOS 10.4 is legally owned. Read `DIGEST.txt` for more details. Note that these are the earliest tested versions of macOS 10.4 with OpenCore.

## 12.2 UEFI Secure Boot

OpenCore is designed to provide a secure boot chain between firmware and operating system. On most x86 platforms trusted loading is implemented via UEFI Secure Boot model. Not only OpenCore fully supports this model, but it also extends its capabilities to ensure sealed configuration via vaulting and provide trusted loading to the operating systems using custom verification, such as Apple Secure Boot. Proper secure boot chain requires several steps and careful configuration of ~~select~~certain settings as explained below:

1. Enable Apple Secure Boot by setting `SecureBootModel` to run macOS. Note, that not every macOS is compatible with Apple Secure Boot and there are several other restrictions as explained in Apple Secure Boot section.
2. Disable DMG loading by setting `DmgLoading` to `Disabled` if users have concerns of loading old vulnerable DMG recoveries. This is **not** required, but recommended. For the actual tradeoffs see the details in DMG loading section.
3. Make sure that APFS JumpStart functionality restricts the loading of old vulnerable drivers by setting `MinDate` and `MinVersion` to 0. More details are provided in APFS JumpStart section. An alternative is to install `apfs.efi` driver manually.
4. Make sure that `Force` driver loading is not needed and all the operating systems are still bootable.
5. Make sure that `ScanPolicy` restricts loading from undesired devices. It is a good idea to prohibit all removable drivers or unknown filesystems.

## 7. 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 on MacRumors.com.

## 8. Why ~~do~~-must Find&Replace patches ~~must~~-be equal in ~~length~~size?

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

## 9. How can I decide which Booter quirks to use?

These quirks originate from AptioMemoryFix driver but provide a wider set of changes specific to modern systems. Note, that OpenRuntime driver is required for most configurations. To get a configuration similar to AptioMemoryFix the following set of quirks should be enabled:

- ProvideConsoleGop (UEFI quirk)
- AvoidRuntimeDefrag
- DiscardHibernateMap
- EnableSafeModeSlide
- EnableWriteUnprotector
- ForceExitBootServices
- ProtectMemoryRegions
- ProvideCustomSlide
- RebuildAppleMemoryMap
- SetupVirtualMap

However, as of today, such set is strongly discouraged as some of these quirks are not necessary to be enabled or need additional quirks. For example, DevirtualiseMmio and ProtectUefiServices are often required, while DiscardHibernateMap and ForceExitBootServices are rarely necessary.

Unfortunately for some quirks such as RebuildAppleMemoryMap, EnableWriteUnprotector, ProtectMemoryRegions, SetupVirtualMap, and SyncRuntimePermissions there is no definite approach even on similar systems, so trying all their combinations may be required for optimal setup. Refer to individual quirk descriptions in this document for more details.