



OpenCore

Reference Manual (0.9.~~7~~.8)

[2024.01.03]

disklabel utility or the `bleed --folder {FOLDER_PATH} --label {LABEL_TEXT}` command. When pre-rendered labels are disabled or missing, use label text in `.contentDetails` (or `.disk_label.contentDetails`) file next to bootloader if present instead, otherwise the entry name itself will be rendered.

- `0x0004` — `OC_ATTR_USE_GENERIC_LABEL_IMAGE`, provides predefined label images for boot entries without custom entries. This may however 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`, enables pointer control in the OpenCore picker when available. For example, this could make use of mouse or trackpad to control UI elements.
- `0x0020` — `OC_ATTR_SHOW_DEBUG_DISPLAY`, enable display of additional timing and debug information, in Builtin picker in `DEBUG` and `NOOPT` builds only.
- `0x0040` — `OC_ATTR_USE_MINIMAL_UI`, use minimal UI display, no Shutdown or Restart buttons, affects OpenCanopy and builtin picker.
- `0x0080` — `OC_ATTR_USE_FLAVOUR_ICON`, provides flexible boot entry content description, suitable for picking the best media across different content sets:

When enabled, the entry icon in OpenCanopy and the audio assist entry sound in OpenCanopy and builtin boot picker are chosen by something called content flavour. To determine content flavour the following algorithm is used:

- For a Tool the value is read from `Flavour` field.
- For an automatically discovered entry, including for boot entry protocol entries such as those generated by the OpenLinuxBoot driver, it is read from the `.contentFlavour` file next to the bootloader, if present.
- For a custom entry specified in the `Entries` section it is read from the `.contentFlavour` file next to the bootloader if `Flavour` is `Auto`, otherwise it is specified via the `Flavour` value itself.
- If read flavour is `Auto` or there is no `.contentFlavour`, entry flavour is chosen based on the entry type (e.g. Windows automatically gets Windows flavour).

The Flavour value is a sequence of : separated names limited to 64 characters of printable 7-bit ASCII. This is designed to support up to approximately five names. Each name refers to a flavour, with the first name having the highest priority and the last name having the lowest priority. Such a structure allows describing an entry in a more specific way, with icons selected flexibly depending on support by the audio-visual pack. A missing audio or icon file means the next flavour should be tried, and if all are missing the choice happens based on the type of the entry. Example flavour values: `BigSur:Apple`, `Windows10:Windows`, `OpenShell:UEFIShell:Shell`.

Using flavours means that you can switch between icon sets easily, with the flavour selecting the best available icons from each set. E.g. specifying icon flavour `Debian:Linux` will use the icon `Debian.icns` if provided, then will try `Linux.icns`, then will fall back to the default for an OS, which is `HardDrive.icns`.

Things to keep in mind:

- For security reasons `Ext<Flavour>.icns` and `<Flavour>.icns` are both supported, and only `Ext<Flavour>.icns` will be used if the entry is on an external drive (followed by default fallback `ExtHardDrive.icns`).
- Where both apply `.VolumeIcon.icns` takes precedence over `.contentFlavour`.
- In order to allow icons and audio assist to work correctly for tools (e.g. for UEFI Shell), system default boot entry icons (see `Docs/Flavours.md`) specified in the `Flavour` setting for `Tools` or `Entries` will continue to apply even when flavour is disabled. Non-system icons will be ignored in this case. In addition, the flavours `UEFIShell` and `NVRAMReset` are given special processing, identifying their respective tools to apply correct audio-assist, default builtin labels, etc.
- A list of recommended flavours is provided in `Docs/Flavours.md`.
- `0x0100` — `OC_ATTR_USE_REVERSED_UI`, reverse position of Shutdown and Restart buttons, affects OpenCanopy and builtin picker. The reversed setting matches older macOS, and since it was the previous default in OpenCore it may better match some custom backgrounds. Only applicable when `OC_ATTR_USE_MINIMAL_UI` is not set.
- `0x0200` — `OC_ATTR_REDUCE_MOTION`, reduce password and menu animation in OpenCanopy, leaving only animations which communicate information not otherwise provided.
Note: These same animations, plus additional animations whose information is provided by voice-over, are automatically disabled when `PickerAudioAssist` is enabled.

9. PickerAudioAssist

Type: plist boolean