

[Guide] Add HDEF/Clover

For Realtek ALC AppleHDA

Clover supports ML Realtek ALC AppleHDA.kext Audio ID Injection; no kext, dsdt or ssdt enabler required. http://sourceforge.net/projects/cloverefiboot/

audio_ALCInjection

toleda/audio_ALCInjection

Requirements

- 1. OS X versions supported:
 - 1. Mountain Lion/10.8.4 and newer
 - 2. Mavericks/10.9 or newer
- 2. Realtek ALC, one of the following Device_ID Codec Name
 - 1. 10ec0885 ALC885/ALC889a
 - 2. 10ec0887 ALC887/ALC888b
 - 3. 10ec0888 ALC888/ALC888s
 - 4. 10ec0889 ALC889
 - 5. 10ec0892 ALC892
 - 6. 10ec0899 ALC898
 - 7. 10ec0900 ALC1150 10.8.5 or newer
- Supported Audio-IDs (Audio_ID = layout-id)
 - 1. Audio_ID: 1 5/6 port Realtek ALC onboard audio and HD5K/AMD/Nvidia HDMI audio
 - 2. Audio_ID: 2 3 port Realtek ALC onboard audio and HD5K/AMD/Nvidia HDMI audio
 - Audio_ID: 3 3/5/6 port Realtek ALC onboard audio and HD3K/HD4K/AMD/Nvidia HDMI audio
 - 4. Audio_IDs: 1 and 2 support analog 5.1 surround sound, 3 does not
 - 5. Audio_IDs: 1, 2 and 3 require HDMI audio dsdt edits/ssdts for HDMI audio
- 4. Clover_v1597 or newer

Remove Enabler (if installed)

- 1. Remove any audio enablers
 - 1. kexts, S/L/E/HDAEnabler1.kext, HDAEnabler8--.kext, ALC8xxHDA.kext, etc.
 - 2. dsdt, remove dsdt/HDEF/layout-id
 - 3. ssdt, remove ssdt/HDEF/layout-id

Tools

1. IORegistryExplorer (use IOReg_v2.1: https://github.com/toleda/audio_ALCInjection/blob/master/IORegistryExplorer_v2.1.zip)

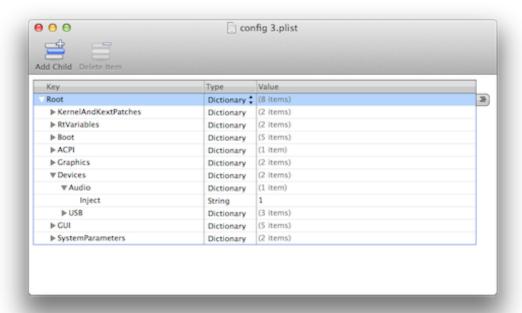
Clover v2000+

Edit config.plist (EFI/CLOVER/config.plist or EFI/CLOVER/OEM/ProductName/config.plist)

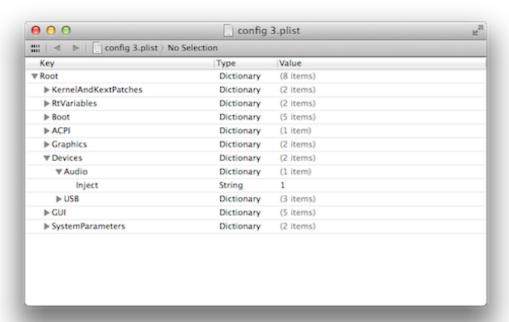
- 1. Determine Devices/Audio/Inject (from supported Audio_IDs above)
 - 1. Audio_ID = 1, Audio/Inject=1
 - 2. Audio_ID = 2, Audio/Inject=2
 - 3. Audio_ID = 3, Audio/Inject=3
- 2. Add config.plist/DevicesAudio/Inject/1, 2 or 3
- 3. Save
 - 1. TextEdit/config.plist

```
\Theta \Theta \Theta
                                                  config 3.plist
         <key>Graphics</key>
         <dict>
                   <key><u>LoadVBios</u></key>
<true/>
                   <key>PatchV8ios</key>
<true/>
         </dict>
         <key>Devices</key>
<dict>
                   <key>Audio</key>
                   <dict>
                            <key>Inject</key>
<string>1</string>
                   </dict>
                   <key>USB</key>
<dict>
                             <key>Inject</key>
                             <true/>
<key>USBFixOwnership</key>
                             <true/>
<key>AddClockID</key>
                             <true/>
                   </dict>
         </dict>
         <key>GUI</key>
<dict>
                   <key>Theme</key>
                   <string>black_green</string>
<key>Mouse</key>
```

2. Property List Editor/config.plist



3. Xcode/config.plist



Clover (prior to v2000)

Edit config.plist (Clover/EFI/config.plist or Clover/EFI/OEM/ProductName/config.plist)

- 1. Determine HDAInjection (from supported Audio_IDs above)
 - 1. Audio_ID = 1, HDAInjection=1
 - 2. Audio_ID = 2, HDAInjection=2
 - 3. Audio_ID = 3, HDAInjection=3
- 2. Add config.plist/PCI/HDAInjectionHDAInjection/1, 2 or 3
- 3. Save

Verification

- 1. Restart
- 2. IORegistryExplorer
 - 1. Search: HDEF
 - 2. Locate: layout-id (right pane, scroll down)
 - 3. Verify:
 - <01 00 00 00> or
 - <02 00 00 00>

Troubleshooting

- 1. Realtek ALC AppleHDA Capabilities.pdf
- 2. Post to http://www.insanelymac.com/forum/topic/290796-realtek-alc-applehda-audio-injection/
- 3. Post to http://www.tonymacx86.com/audio/76309-mountain-lion-multibeast-no-audio-solutions-problem-reporting.html

Credits:

VCH888; ALC889A, Gigabyte (Intel): now having a working front mic - Page 38 - Sound - InsanelyMac Forum