

# ML: Clover Realtek ALC AppleHDA Injection

For ML Realtek ALC AppleHDA

Clover supports ML Realtek ALC AppleHDA.kext Audio ID injection; no enabler, no dsdt required.

## Requirements

- 1. Mountain Lion 10.8.4 and newer
- 2. Realtek ALC\*, one of the following Device\_IDs:
- 2a. 10ec0885
- 2b. 10ec0887
- 2c. 10ec0888
- 2d. 10ec0889
- 2e. 10ec0892
- 2f. 10ec0898
- 2g. 10ec0900
- \*See Notes below for ALC 8xy examples
- 3. Supported Audio-IDs (Audio\_ID = layout-id)
- 3a. Audio\_ID: 1 5/6 port ALC898 onboard audio and AMD/Nvidia HDMI audio\*
- 3b. Audio\_ID: 2 3 port ALC898 onboard audio and AMD/Nvidia HDMI audio\*
- 3c. Audio\_ID: 3 3/5/6 port ALC898 onboard audio and HD3K/HD4K/AMD/Nvidia HDMI audio\*

Audio\_IDs: 1 and 2 support analog 5.1 surround sound, 3 does not

Audio\_IDs: 1, 2 and 3 require HDMI audio dsdt edits for HDMI audio.

4. Clover v1597 or newer

#### Tools

- 1. Property List Editor: Xcode, TextEdit, Plist Editor
- 2. IORegistryExplorer/File/Save a Copy As... (verify copy opens in IOReg before posting, use v2.1)
- 3. Applications/Utilities/Console
- 4. Carbon Copy Cloner or SuperDuper

#### **Backup System**

- 1. Make a bootable backup with Carbon Copy Cloner or SuperDuper
- 2. Backup Clover/EFI/config.plist or Clover/EFI/OEM/ProductName/config.plist

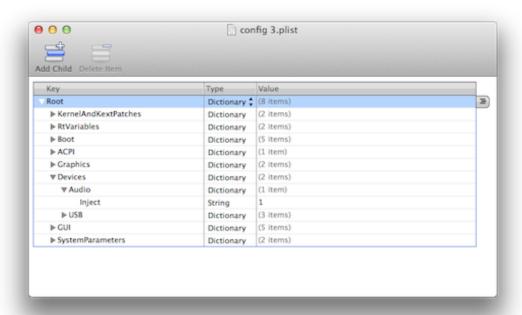
## Remove Enabler (if installed)

- 1. Move To Trash, any audio enablers
- 1a. Ex., S/L/E/HDAEnabler1.kext, HDAEnabler8--.kext, ALC8xxHDA.kext, etc.
- 1b. Repair permissions and fix cache

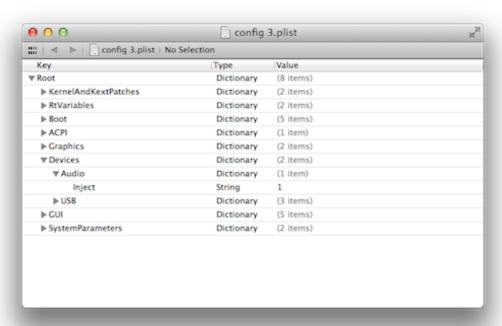
## Clover\_v2000+

```
\Theta \Theta \Theta
                                               config 3.plist
         <key>Graphics</key>
         <dict>
                  <key><u>LoadVBios</u></key>
<true/>
                  <key>PatchVBios</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>
```

3b. Property List Editor/config.plist



## 3c. 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)
- 1a. Audio\_ID = 1, HDAInjection=1
- 1b. Audio\_ID = 2, HDAInjection=2
- 1c. Audio\_ID = 3, HDAInjection=3
- 2. Add config.plist/PCI/HDAInjection

## Install ML Realtek ALC AppleHDA.kext

### Restart

## **Verify Realtek 8xx Audio**

1. System Preferences/Sound/Output



## **Troubleshooting**

- 1. ML-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

## **Notes**

- 1. ALC 8xy can one of the following Realtek audio codecs:
- 1a. ALC 885 aka ALC 889a
- 1b. ALC 887 aka ALC 888b,
- 1c. ALC 888 aka ALC 888s
- 1d. ALC 889
- 1e. ALC 892
- 1f. ALC 898
- 1g. ALC1500

Credits:

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