

000040

```

native
00 04 00 00 04 03 00 00 00 01 01 00 12 04 02 02
00 04 00 00 04 03 00 00 00 01 02 00 22 05 03 05
04 00 00 00 14 02 00 00 00 01 03 00 00 00 04 04
00 08 00 00 04 02 00 00 00 01 04 00 11 02 01 01

```

```

from
00 04 00 00 04 03 00 00 00 01 02 00 22 05 03 05
to
00 08 00 00 04 02 00 00 00 01 02 00 22 05 03 05

```

```

from
00 08 00 00 04 02 00 00 00 01 04 00 11 02 01 01
to
00 04 00 00 04 03 00 00 00 01 04 00 11 02 01 01

```

```

patched
00 04 00 00 04 03 00 00 00 01 01 00 12 04 02 02
00 08 00 00 04 02 00 00 00 01 02 00 22 05 03 05
04 00 00 00 14 02 00 00 00 01 03 00 00 00 04 04
00 04 00 00 04 03 00 00 00 01 04 00 11 02 01 01

```

dsdt/ssdt edits
a. dsdt.aml/ssdt.aml
b. MaciASL

```

Device (PEGP)
{
    Name (_ADR, 0x00010000)
    Name (_STA, 0x0F)
    Method (_PRW, 0, NotSerialized)
    {
        Return (GPRW (0x09, 0x04))
    }

Device (GFX0)
{
    Name (_ADR, Zero)
    Name (_SUN, One)
    Method (_DSM, 4, NotSerialized)
    {
        Store (Package (0x10)
            {
                "AAPL,slot-name",
                Buffer (0x07)
                {
                    "Slot-1"
                },
                "device-id",

```

```

        Buffer (0x04)
        {
            0x3F, 0x68, 0x00, 0x00
        },

        "@0,name",
        Buffer (0x0E)
        {
            "ATY,Dashimaki"
        },

        "@1,name",
        Buffer (0x0E)
        {
            "ATY,Dashimaki"
        },

        "@2,name",
        Buffer (0x0E)
        {
            "ATY,Dashimaki"
        },

        "@3,name",
        Buffer (0x0E)
        {
            "ATY,Dashimaki"
        },

        "model",
        Buffer (0x13)
        {
            "AMD Radeon HD 7750"
        },

        "hda-gfx",
        Buffer (0x0A)
        {
            "onboard-2"
        }
    }, Local0)
    DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
    Return (Local0)
}

Device (HDAU)
{
    Name (_ADR, One)
    Method (_DSM, 4, NotSerialized)

```

```
{
    Store (Package (0x02)
        {
            "hda-gfx",
            Buffer (0x0A)
            {
                "onboard-2"
            }
        }, Local0)
    DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
    Return (Local0)
}
```