Haswell HDMI audio with or without dsdt edits

Haswell/8 Series/Socket 1150 - HD46000/AMD/Nvidia HDMI Audio

Mountain Lion HDMI audio for Haswell/HD4600 systems with either: 1. HDMI audio edited dsdt or 2. the Haswell HDMI audio ssdt. Both techniques enable native Haswell graphics power management. Haswelll HDMI audio is not native; an AppleIntelFramebufferAzul.kext edit is always required as well as an AppleHDA.kext edit. Credit, PikeRAlpha for both fixes.

Haswell HDMI Audio dsdt edits/HDMI Audio ssdts - Desktop

toleda/audio hdmi 8series

Configure MaciASL/Preferences/Sources/+ with URL: (copy/paste URL) https://raw.github.com/toleda/audio_hdmi_8series/master

News:

- 1. Haswell/HD4600/AMD/Nvidia HDMI audio is working
- 2. AMD HD 7xxx HDMI audio is working
- 3. This guide assumes Azul framebuffer 0x0300220D, edit AAPL,ig-platform-id (dsdt or ssdt) for your preferred framebuffer.

Requirements (this version, Haswell HDMI audio)

- 1. AMI UEFI/Haswell/8 Series/Socket 1150 Intel motherboard
- 2. HD4600 graphics and/or native OS X HDMI audio graphics support including Nvidia 4xx, 5xx, 6xx and some AMD 5xxx, 6xxx 7xxx.
- 3. OS X 10.8.5 and newer.

Before You Start

- 1. OS X does not provide HDMI audio controls (no volume, no mute, no balance, etc.)
- The connected HDMI device (TV, receiver, etc.) provides any and all audio controls
- 3. Remove S/L/E/HDAEnabler1.kext or S/L/E/HDAEnabler2.kext (if present)
- 4. Remove any property-type injection (Extra/org.chameleon.Boot.plist, remove the injection not the plist file)
- 5. Apply kext patches per Notes 1 and 2, below

ML Haswell HDMI audio enabling techniques - select one

- 1. 1. ML: Haswell HDMI Audio dsdt (with dsdt edits)
- 2. 2. ML: Haswell HDMI Audio ssdt (with native dsdt)

Installation - Haswell HDMI audio dsdt

- 1. dsdt must compile before HDMI audio editing dsdt
- MaciASL/Preferences/Sources/raw.github.com/toleda/audio_hdmi_8series/ master
- 3. MaciASL/Patch/Open/
- 4. MaciASL/Apply/Compile/Save

- 5. Install Extra/dsdt.aml
- 6. Rebuild kernel cache see Tools: 4
- 7. Restart
- 8. Verify HDMI audio

Installation - Haswell HDMI audio ssdt

- 1. audio hdmi 8series/ssdt 8series at master · toleda/audio hdmi 8series
- 2. Copy Downloads/ssdt-ami-8_series_hdmi_audio-1/SSDT-1.aml to Extra
 - 1. If Extra/SSDT.aml is present, install Downloads/audio_ssdt-uefi_hdmi_v3/SSDT-1.aml as Extra/SSDT-1.aml
 - 2. If no Extra/SSDT.aml, rename Downloads/audio_ssdt-uefi_hdmi_v3/ SSDT-1.aml to SSDT.aml and install as Extra/SSDT.aml
- 3. Rebuild kernel cache see Tools: 4
- 4. Restart
- 5. Verify HDMI audio

Native ML/10.8.5 HDMI Audio Graphics

- 1. HD4600 (no native HDMI audio support, framebuffer edits required)
 - 1. HDMI display (Azul framebuffer 0x0300220D)
 - 1. AppleIntelFramebuffer@0, additional edit required
 - 2. AppleIntelFramebuffer@1, additional edit required
 - 3. AppleIntelFramebuffer@2, recommended, edit required
 - 2. DP audio supported
 - 3. DVI audio, not tested
- 2. Nvidia 4xx/5xx/6xx7xx
 - 1. Not supported natively: GTS 450, GTX 550ti, and GTX560ti
 - All Nvidia graphic card connectors support HDMI audio (DVI2HDMI, DP2HDMI)
 - 3. DP audio supported
 - 4. DVI audio supported
- 3. AMD HD5xxx/HD6xxx/HD7xxx (framebuffer injection/editing may be required)
 - 1. Framebuffers, see <u>ATI/AMD 5xxx & 6xxx Graphics Cards Framebuffer Personalities</u>,
 - 2. Framebuffer edits,
 - 1. Lion HDMI Audio Part 3a: Kext Edits AMD
 - 2. Editing custom personalities for ATI Radeon HD[45]xxx ATi InsanelyMac Forum)
 - 3. DP audio supported
 - 4. DVI audio not supported
- 4. Supported Configurations (ML Haswell HDMI Audio)
 - 1. HD4600 only
 - 2. Nvidia only
 - 3. AMD only
 - 4. HD4600 and Nvidia
 - 5. HD4600 and AMD

Notes

- 1. Haswell/AppleHDA.kext_v2.4.7 only edit
 - 1. MultiBeast 5.5.3 or newer

- 2. Select View Raw: audio_hdmi_8series/audio_hdmi_hd5K-hda-85_patch.command.zip at master · toleda/audio_hdmi_8series
- 2. Haswell/AppleIntelFramebufferAzul.kext
 - 1. See Patch Azul for HDMI on AppleIntelFramebuffer@2, below
 - 2. Select View Raw: audio_hdmi_8series/audio_hdmi_hd5k-azul-85_patch.command.zip at master · toleda/audio_hdmi_8series
- 3. Haswell HDMI audio woks with two ML Audio IDs select one ID
 - Audio_ID: 1 supports HD4600/AMD/Nvidia HDMI and 3, 5 and 6 port Realtek ALC onboard audio
 - Audio_ID: 2 supports HD4600/AMD/Nvidia HDMI and 3 port Realtek ALC onboard audio
- 4. For unsupported motherboard audio codecs, the native 10.8.5 AppleHDA.kext supports HDMI audio only when configured properly (Notes 1, 2 and 3-1)
- 5. Haswell patches must be applied after each software update.
- 6. No testing on laptops has been performed to date.

Troubleshooting

- 1. Verify HDMI device connected
 - System Information/Graphics/Display/HDMI device name/Television/ Yes
- 2. Run IOReg/IOJones/Verify Devices (PEGP, IGPU and HDAU)
 - 1. Device (IGPU and HDAU) may not be present if HD4600/HD5000 Graphics is not enabled
 - 2. Device (PEGP) may not be present if no discrete graphics
 - If GFX0@2 exits, edited dsdt or ssdt not installed or installed improperly
- 3. IOreg/IOJones/Verify HDAU@3
 - 1. IOHDACodecDevice@3/IOHDACodecVendorID: ...80862807
 - 2. If no codec, apply **Notes**: 1. AppleHDA.kext edit
- 4. IOreq/IOJones/Verify IGPU@2
 - 1. AppleIntelFramebuffer@2/connector-type=<00 08 00 00>
 - if wrong connector, apply **Notes**: 2: AppleIntelFramebufferAzul.kext edit

Problem Reporting

- 1. Motherboard/BIOS version/processor/graphics/OS and version
- 2. Copy of dsdt (if edited)
- 3. Copy of HDMI audio SSDT ((if installed)
- 4. Copy of IORegistryExplorer/IOJones
- 5. Post: see README.txt/Problem Reporting in toleda/audio hdmi 8series

Credit

PikeRAlpha <u>Haswell HDAU solution | Pike's Universum</u> bcc9 <u>http://www.insanelymac.com/forum/top...ort/?p=1934889</u>, Post #11

Tools (Guides below)

1. Patch Haswell framebuffer: Resolving the DP4 HDMI hang | Pike's Universum

- 1. Update-2, Download AIFBAzul v1.2,
- 2. Rename Downloads/aifbazul2.doc to aifbazul2.sh
- 2. Edit dsdt with MaciASL http://maciasl.sourceforge.net/
- 3. Find HD4600 HDMI port-number: Alternative to IORegistryExplorer: IOJones
- 4. Rebuild kernel cache: see http://sourceforge.net/projects/dpcimanager/

Guides

Rebuild kernel cache
Patch Azul for HDMI on AppleIntelFramebuffer@2
Find HD4600 HDMI AppleIntelFramebuffer
Patch Azul for HDMI on AppleIntelFramebuffer@0
Patch Azul for HDMI on AppleIntelFramebuffer@1
Successful Terminal/audio_hdmi_hd5K-hda-85_patch.command
Successful Terminal/aidio_hdmi_hd5K-azul-85_patch.command
Successful Terminal/aifbazul2.sh

Rebuild kernel cache

- 1. Open Downloads/DPCIManager/DPCIManager
- 2. Select: Rebuild Cache

Patch Azul for HDMI on AppleIntelFramebuffer@2

- 1. Edit aifbazul2.sh
 - 1. TextEdit/Open/aifbazul2.sh
 - 2. Textedit/Copy (code below)
 - TextEdit/Paste (over the same entry in aifbazul2.sh)
 - 4. TextEdit/Save

0x0d220003) PATCHED_PLATFORM_INFO="0:

2. Patch AppleIntelFramebufferAzul.kext

- 1. Terminal/cd Downloads
- 2. sudo chmod 755 aifbazul2.sh
- 3. sudo ./aifbazul2.sh 0x0d220003 patch
- 4. Enter Password
- 5. sudo touch /System/Library/Extensions
- 6. exit

3. To restore native AppleIntelFramebufferAzul.kext, run sudo ./aifbazul2.sh 0x0d220003 restore

Find HD4600 HDMI AppleIntelFramebuffer

- 1. Boot system with only HDMI display connected
- 2. Open Downloads/IOJones
- 3. Search: AppleIntelFr
 - Screenshot
- 4. Open each framebuffer to find display0
- 5. Select: AppleIntelFramebuffer (with display0)
- 6. Cancel Search (X)
- 7. Scroll up for AppleIntelFramebuffer to show
- 8. Note AppleIntelFramebuffer#0, 1 or 2
- 9. If HDMI display is attached to
- 10. AppleIntelFramebuffer#2, no further edits
- 11. AppleIntelFramebuffer#0, see instructions below
- 12. AppleIntelFramebuffer#1, see instructions below

Patch Azul for HDMI on AppleIntelFramebuffer@0 1. Edit aifbazul2.sh

- 1. TextEdit/Open/aifbazul2.sh
- Textedit/Copy (code below)
- TextEdit/Paste (over the same entry in aifbazul2.sh)
- 4. TextEdit/Save

0x0d220003) PATCHED PLATFORM INFO="0:

2. See 2. Patch AppleIntelFramebufferAzul.kext above

Patch Azul for HDMI on AppleIntelFramebuffer@1 1. Edit aifbazul2.sh

- 1. TextEdit/Open/aifbazul2.sh
- 2. Textedit/Copy (code below)
- 3. TextEdit/Paste (over the same entry in aifbazul2.sh)
- 4. TextEdit/Save

2. See 2. Patch AppleIntelFramebufferAzul.kext above

Successful Terminal/audio hdmi hd5K-hda-85 patch.command

```
Last login: Sat Sep 28 15:32:41 on ttys000 $ .../Downloads/audio_hdmi_hd5K-hda-85_patch.command; exit; Patch binary ... Fix permissions ... Kernel cache... Finished, restart required. logout
```

[Process completed]

Successful Terminal/audio_hdmi_hd5K-azul-85_patch.command

```
Last login: Sat Sep 28 15:28:45 on console $ .../Downloads/audio_hdmi_hd5k-azul-85_patch.command; exit; Patch binary ... Password: Fix permissions ... Kernel cache... Finished, restart required. logout
```

[Process completed]

Successful Terminal/aifbazul2.sh

```
Last login: Thu Sep 26 13:12:48 on console $ cd Desktop $ sudo chmod 755 aifbazul2.sh Password: $ sudo ./aifbazul2_v3.sh 0x0d220003 show
```

AIFBAzul.sh v1.2 Copyright (c) 2013 by Pike R. Alpha
AAPL,ig-platform-id: 0x0d220003 located @ 329840
0050870: 0300 220d 0003 0303 0000 0002 0000 0001 0050880: 0000 0000 0000 0040 9914 0000 9914 0000 0050890: 0000 0000 0000 0000 0105 1200 0004 0000 00508a0: 8700 0000 0204 1400 0004 0000 8700 0000 00508b0: 0306 1000 0004 0000 1100 0000 ff00 0100 00508c0: 0100 0000 4000 0000 0200 0000 0101 0000 00508d0: 0000 0000 0000 0000 0000 0000 0000
\$ sudo ./aifbazul2_v3.sh 0x0d220003 patch
AIFBAzul.sh v1.2 Copyright (c) 2013 by Pike R. Alpha
AAPL,ig-platform-id: 0x0d220003 located @ 329840
120+0 records in
120+0 records out 120 bytes transferred in 0.000122 secs (983040 bytes/sec)
\$ sudo ./aifbazul2_v3.sh 0x0d220003 show
\$ sudo ./aifbazul2_v3.sh 0x0d220003 show AIFBAzul.sh v1.2 Copyright (c) 2013 by Pike R. Alpha
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