



[Forums](#)
[Subscribe topic](#)
[Search](#)
[New posts](#)
[Olarila](#) > [English](#) > [Guides and tutorials](#)

- > **Donations via PayPal** [Link](#) 🐼
- > **Installation/Post Installation Tutorial** [Link](#)
- > **Useful Links** [Link](#)
- > **Olarila Images - Updated images** [Link](#)
- > **Guides and Tutorials** [Link](#)
- > **Clover Folder for All Chipsets** [Link](#)
- > **DSDT Patch Requests** [Link](#)

[Guide] - Brightness Hotkey Remapping

[Post Reply](#)
[Tools](#)

 42 posts
 [1](#)
[2](#)
[3](#)
[4](#)


onemanosx
[Refer by username](#)
 Olarila Staff

Staff

Posts: 780
 Joined: 03 Feb 2018, 11:12
 CPU: Intel i7-6700HQ
 HM170 Chipset
 Motherboard: Acer
 Aspire VN7-592G Laptop
 GPU: Intel HD 530 +
 Nvidia GTX 960M
 Contact: 📧

[Guide] - Brightness Hotkey Remapping

#1

 by **onemanosx** » 11 Jan 2019, 16:50

This is just a re-written instructional based on the posts mentioned below. The only difference between this guide and the rest is the pictorial presentation aimed for new hackintoshers (myself included) whom most of the time find all text only based guides as an intimidation 🐼

Original Posts:

- <https://github.com/RehabMan/OS-X-ACPI-Debug>
- <https://www.insanelymac.com/forum/topic ... nt-1997112>
- <https://www.insanelymac.com/forum/topic ... s-in-dsdt/>

+++++

First and foremost, ensure you already have brightness slider activated before proceeding.



Tools you need:

1. MaciASL app (If you had used Olarila image, the app can be found in the "Files" folder of the flashdrive)
2. Rehabman's ACPIDebug.kext (Download here: <https://bitbucket.org/RehabMan/os-x-acp ... downloads/>)

Step 1:

- Download ACPIDebug.kext and place in clover/kexts/other
- Open your DSDT file with MaciASL app and click the Patch tab
- copy the following codes and paste in the patch box

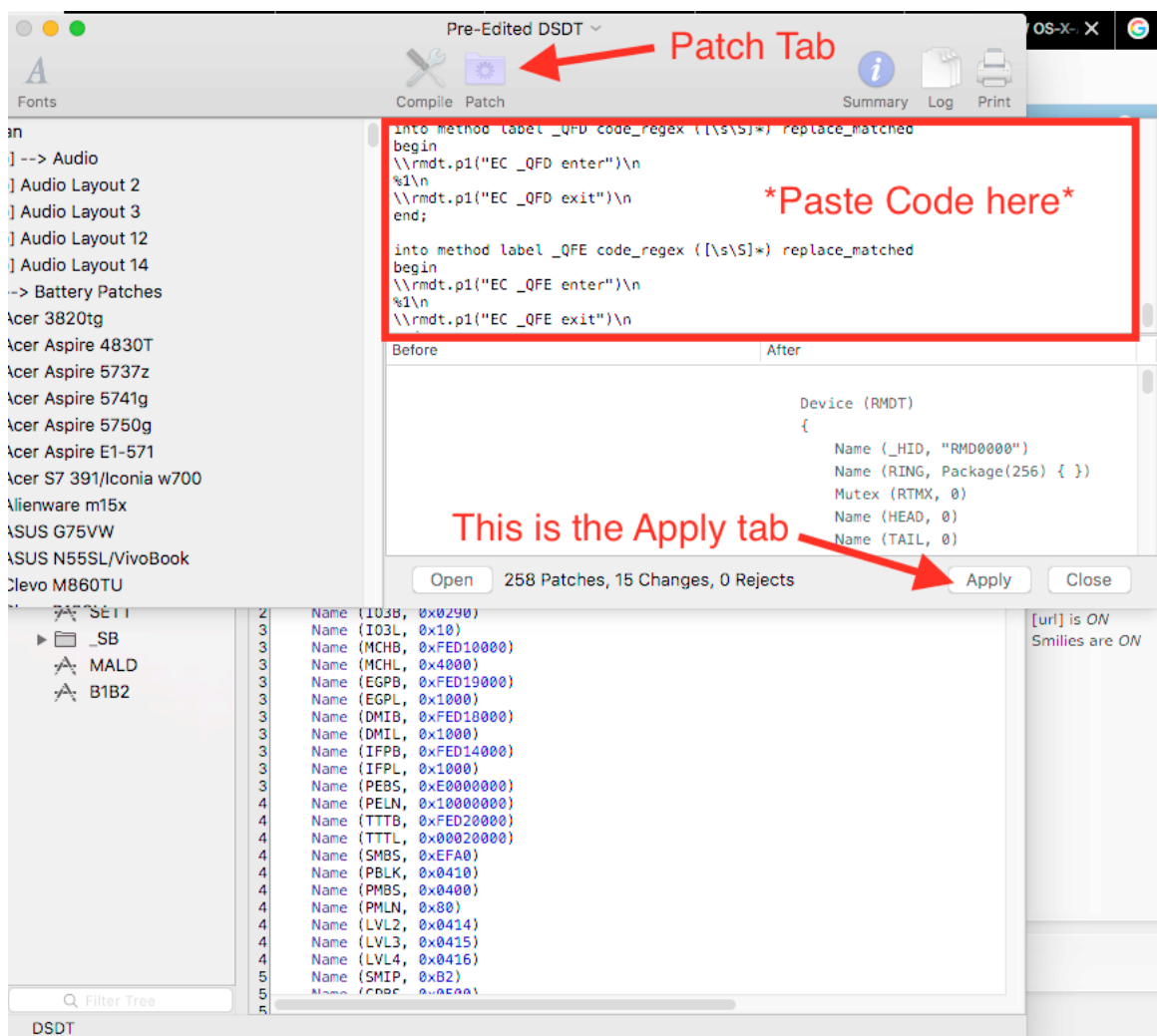
CODE: **SELECT ALL**

```
#Maintained by: RehabMan for: ACPIDebug
#debug.txt

#
# Facility for writing trace output to system.log
#
# Use in conjunction with ACPIDebug.kext
#
# EXPERIMENTAL
#
# Written by RehabMan 2013-10-15
#

into_device_label_RMDT_remove_entry:
```

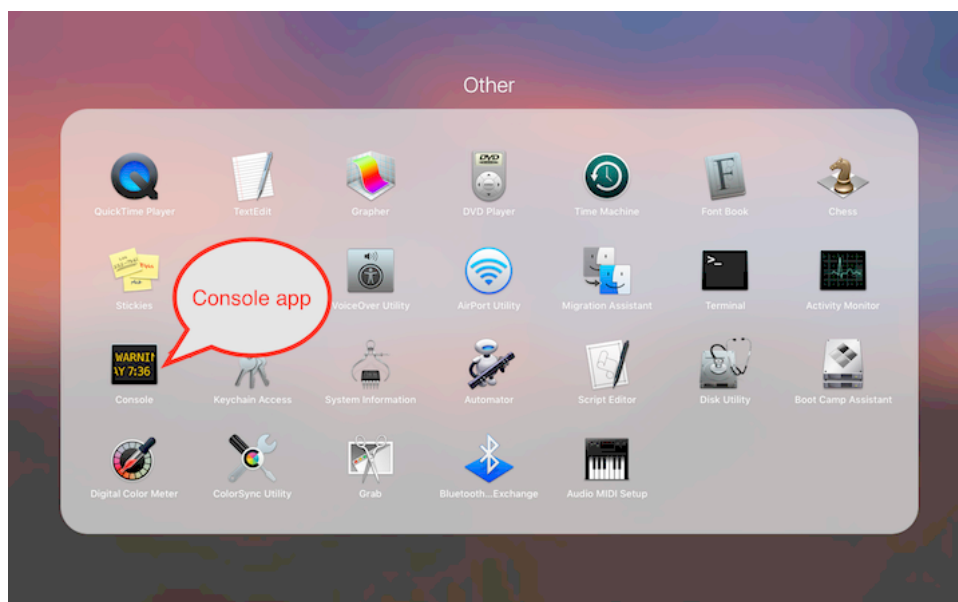
- Click Apply and close MaciASL



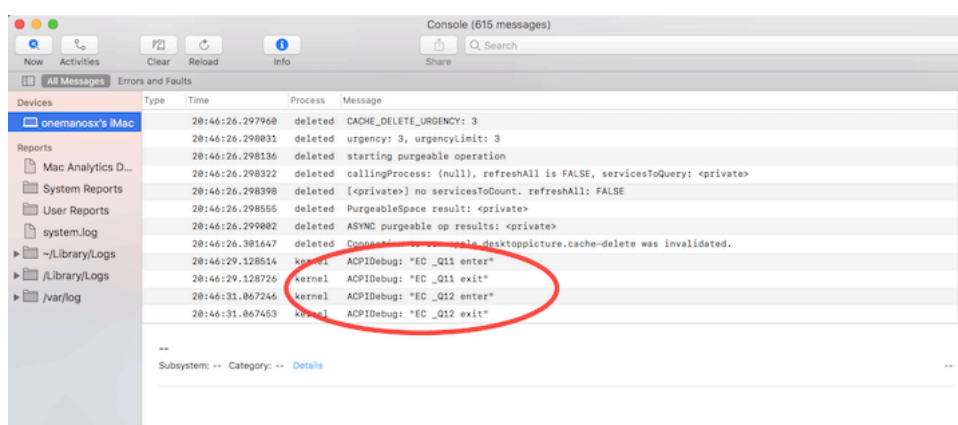
- Reboot laptop

Step 2:

- Open Console app from Launchpad/Other



b. Look at the Syslog as you press your brightness hotkeys on your laptop

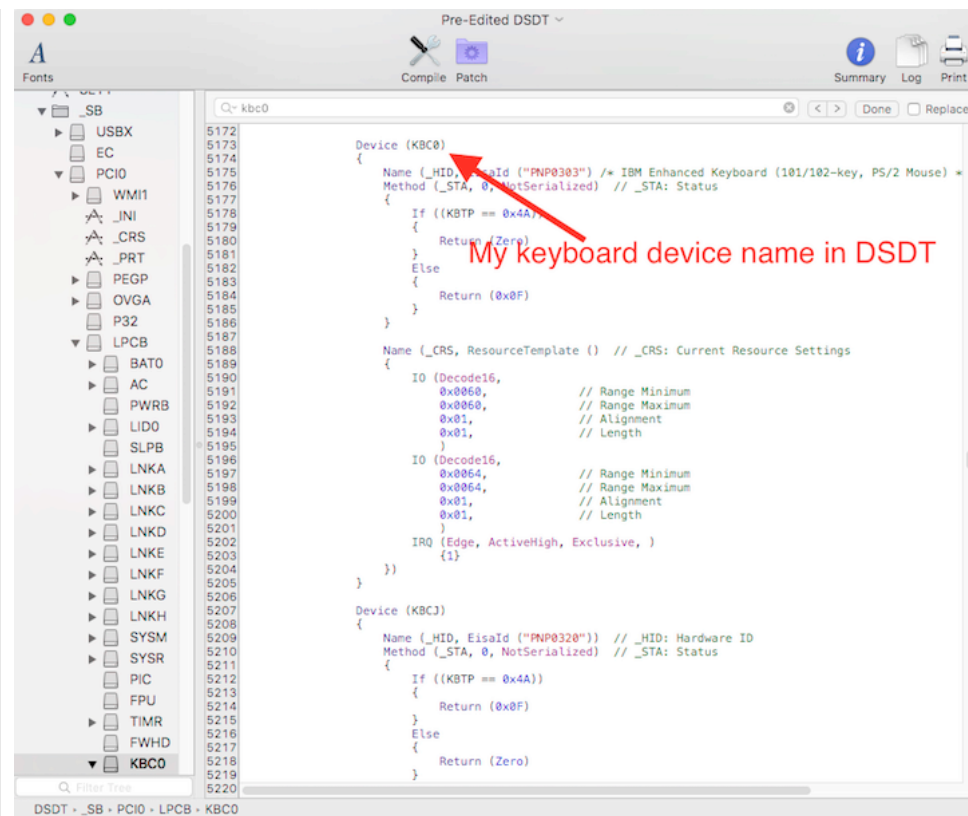


c. In my case, its FN+Arrow Left for decrease brightness and FN+ArrowRight for increase brightness

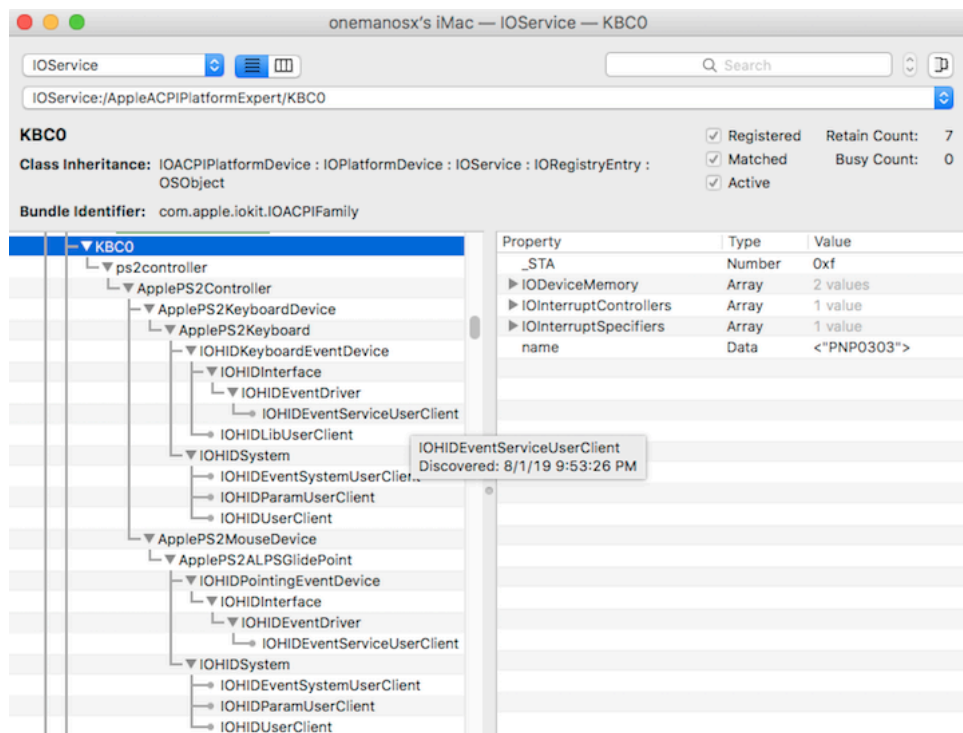
So, now I know DSDT is calling EC method Q11 and Q12 for my brightness button.

Step 3:

Next I will find out my keyboard device in DSDT and it is labelled as KBC0. Some devices will have device names PS2M, PS2K or KBD0.



Or you can use IOReg, too.



Step 4:

Copy and paste the code below in MaciASL

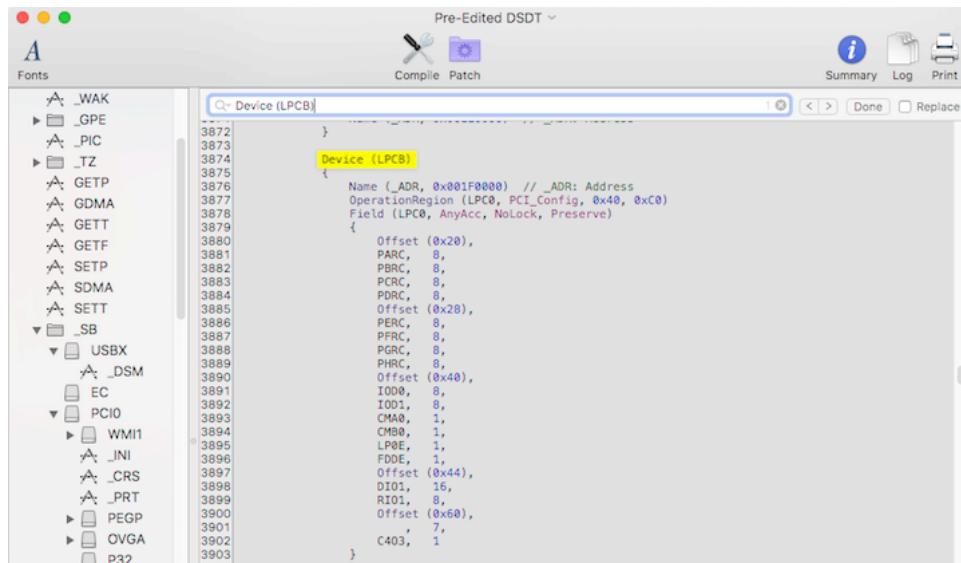
CODE: SELECT ALL

```

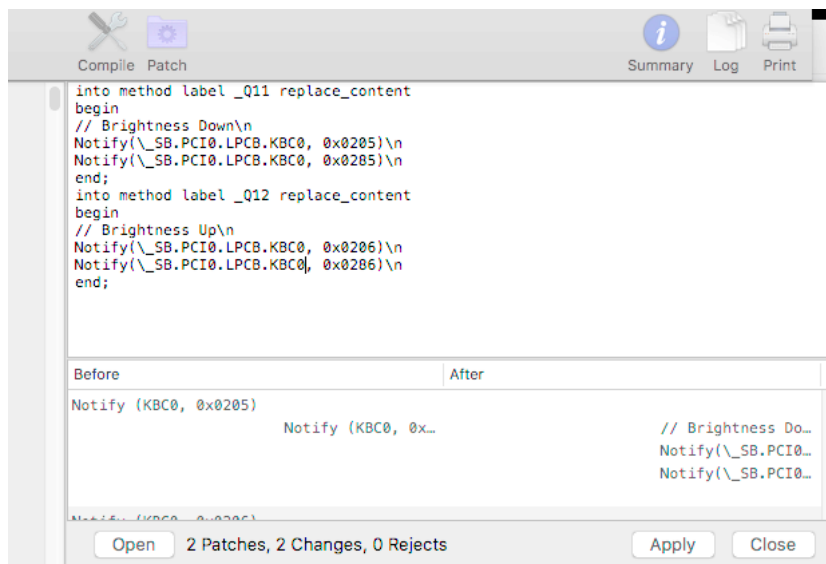
into method label _Q1D replace_content
begin
// Brightness Down\n
Notify(\_SB.PCI0.LPCB.PS2M, 0x0205)\n
Notify(\_SB.PCI0.LPCB.PS2M, 0x0285)\n
end;
into method label _Q1C replace_content
begin
// Brightness Up\n
Notify(\_SB.PCI0.LPCB.PS2M, 0x0206)\n
Notify(\_SB.PCI0.LPCB.PS2M, 0x0286)\n
end;

```

1. In my case, I will change _Q1D to _Q11 and _Q1C to _Q12 as per my findings through the syslog
2. Then I will change PS2M in code to KBC0 as per my keyboard device name in DSDT
3. Also, check if you have LPCB or LPC device name in DSDT. If it is LPC then rename the code accordingly to correspond to your DSDT. In my case, I do not have to change the code.



Eventually my patch will look like this



Click Apply. Save your work and reboot! Your brightness keyboard button should be working now!

Can I use this method if I am using ApplePS2SmartTouchPad.kext?

Yes, but your brightness code will be like this

CODE: SELECT ALL

```

into method label _Q11 replace_content
begin
// Brightness Down\n
Notify (PS2K, 0x20)\n
end;

into method label _Q12 replace_content
begin
// Brightness Up\n
Notify (PS2K, 0x10)\n
end

```

Credit to Mald0n for pointing this out! 🙌

You can now remove the kext and remove the debugging code safely with the codes below

Remove debugging code

CODE: SELECT ALL

```

#Maintained by: RehabMan for: ACPIDebug
#remove.txt

# remove debugging code

into device label RMDT remove_entry;
into_all all code_regex .*\\RMDT\\.\\.* removeall_matched;
into_all all code_regex .*\\rmdt\\.\\.* removeall_matched;
into_all all code_regex External\\s*(RMDT.*Obj\\) removeall_matched;

```

+++++

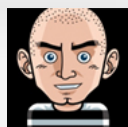
For support, attach output from <http://olarila.com/files/Utils/RunMe.app.zip> and attach syslog output

Last edited by [onemanosx](#) on 20 Jan 2019, 19:39, edited 9 times in total.

Acer Aspire V15 Nitro- Black Edition VN7-592G/HM170 Chipset
Intel i7-6700HQ, 8GB RAM (UEFI Clover High Sierra)

MSI B360 Gaming Arctic
Intel i5-8600 16GB RAM Asus Radeon RX580 8GB (UEFI Clover Mojave)

Gigabyte GA-Z68-D3H-B3 (Retired)
Intel i7-2600 16GB RAM Asus Radeon RX580 (UEFI Clover High Sierra)



MaLd0n
Refer by username
Site Admin
Admin

Posts: 10684
Joined: 06 Dec 2010, 01:05
CPU: i9-9900K
Motherboard: GA Z390 M GAMING
GPU: RX 590 8 GB
Contact: 📞

#2

by [MaLd0n](#) » 11 Jan 2019, 17:46

[onemanosx](#), 🙌 Very Nice!
some logs via terminal is very nice too

CODE: SELECT ALL

```
log show | grep -i acpidebug
```

🙌 **Donate-Beer-Paypal** 🙌 **Useful Links** 🙌



onemanosx
Refer by username
Olarila Staff
Staff

Posts: 780
Joined: 03 Feb 2018, 11:12
CPU: Intel i7-6700HQ
HM170 Chipset
Motherboard: Acer Aspire VN7-592G Laptop
GPU: Intel HD 530 + Nvidia GTX 960M
Contact: 📞

#3

by [onemanosx](#) » 11 Jan 2019, 20:08

MaLd0n wrote: ↑

11 Jan 2019, 17:46

[onemanosx](#), 🙌 Very Nice!
some logs via terminal is very nice too

CODE: SELECT ALL

```
log show | grep -i acpidebug
```

Yes! also good to check if ACPIDebug kext is loaded. I see unused EC method I can delete! 🧐

Acer Aspire V15 Nitro- Black Edition VN7-592G/HM170 Chipset
Intel i7-6700HQ, 8GB RAM (UEFI Clover High Sierra)

MSI B360 Gaming Arctic
Intel i5-8600 16GB RAM Asus Radeon RX580 8GB (UEFI Clover Mojave)