

HD5x0 HDMI Audio

Skylake/100 Series/Socket 1151 - Desktop/Laptop/NUC/BRIX

v1: 4/10/2016 - Initial release

OS X HDMI audio for HD5x0 systems with either: 1. Clover enabled HDMI audio or 2. HDMI audio ssdt (any bootloader). Laptops, use NUC-BRIX Clover/ssdts.

Requirements

- 1. OS X 10.11.4 and newer
- 2. AMI UEFI/Skylake/100 Series/Socket 1151 Intel motherboard
- 3. HD5x0 graphics, recognized and enabled
- 4. 100 Series Desktop/Laptop/NUC/BRIX configurations supported
- 5. 100 Series motherboard audio codecs
 - a. Supported: ALC283, ALC887, ALC892 and ALC1150
 - b. Unsupported audio codec/HDMI audio only
- 6. Audio ID: 3 only
 - a. 3 HD5x0/HD4000/HD300 HDMI audio
 - 3, 5, 6 port motherboard audio (-A3)
 - Orange port removed (no 5.1 analog)
 - Supports 1x HDMI or DP device

Before You Start

- 1. OS X does not provide HDMI audio controls (no volume, no mute, no balance, etc.)
- 2. The connected HDMI device (TV, receiver, etc.) provides any and all audio controls
- 3. Make a bootable backup of your system (CarbonCopyCloner/ SuperDuper)

Tools

- 1. IORegistryExplorer_v2.1.zip (View Raw)
- 2. DPCIManager
- 3. MaciASL
- 4. Xcode on the Mac App Store

OS X/HD5x0 HDMI Graphics and Audio

- 1. HD5500 (no native HDMI audio support, framebuffer edits required)
 - a. HDMI display (SKL framebuffer 0x00001219 or 0x0002619)
 - AppleIntelFramebuffer@0, Port 0x5/DP
 - ii. AppleIntelFramebuffer@1, Port 0x6/DP
 - iii. AppleIntelFramebuffer@2, Port 0x7/DP (0x00002619 N/A)
 - b. DP audio supported
 - c. DVI audio supported
 - d. Three displays supported, one with HDMI audio
 - i. DP
 - ii. DVI (w/DVI2HDMI adapter)
 - iii. HDMI
- 2. Supported Configurations (OS X HDMI Audio)
 - a. HD5x0 only
 - b. Nvidia only
 - c. AMD only
 - d. HD5x0 and Nvidia
 - e. HD5x0 and AMD

HD5x0 HDMI Audio Installation

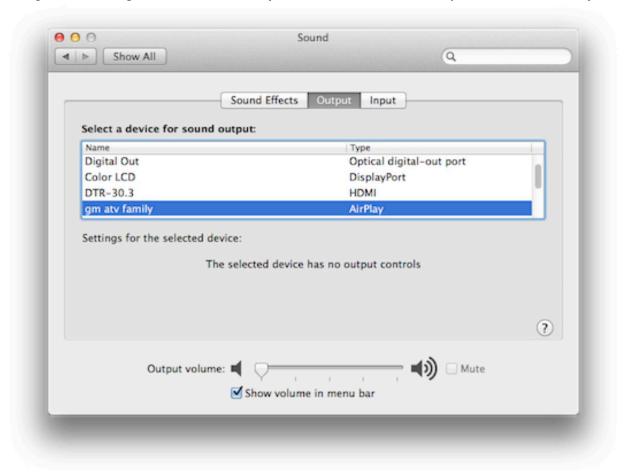
Step 1: HD5x0 HDMI Audio kext edits (see Step 2/Clover)

- 1. AppleIntelSKLGraphicsFramebuffer.kext (select one)
 - a. HD530 Only (copy and paste to config.plist)
 - i. config-hdmi_hd5x0-110.plist (config.plist/ KernelAndKextPatches/KextsToPatch)
 - 10.11.4+-SKL-1912000-4_displays

Step 2: OS X HDMI Audio Guides- select Clover or ssdt

- 1. Clover:
 - a. config-hdmi_hd5x0-110.plist
 - i. Use Xcode, plist editor, etc.
 - ii. Copy and paste each patch
 - b. All Skylake: config.plist/
 - i. ACPI/DSDT/Patches
 - 10.8+-Rename-GFX02IGPU
 - 10.11+-Rename-HDAS2HDEF
 - 10.11+-Rename-HECI2IMEI
 - ii. Device/Arbitrary/
 - 10.8+-Intel-IGPU-HDMI-HDA
 - c. HD530/Desktop: config.plist
 - i. Device/Arbitrary/
 - 10.11.4+-Intel-HDA-Desktop
 - ii. Graphics/
 - ig-platform-id/19120000 (remove " # HD530")
 - iii. KernelAndKextPatches/KextsToPatch
 - 10.11.4+-SKL-1912000-4_displays
 - d. HD540/NUC: config.plist
 - i. Device/Arbitrary/
 - 10.11.4+-Intel-HDA-NUC
 - ii. Graphics/
 - ig-platform-id/19260000 (remove " # HD540")
- 2. ssdt: [Guide]-OSX-hdmi_audio-hdef_audio-ssdt_v3.pdf.zip
 - a. ssdt_v3: ssdt_hdmi_hd5x0
 - i. ssdt hdmi-hd530
 - ii. ssdt_hdmi-hd540
 - b. ssdt ssdt_hdef (onboard audio, if needed)
 - i. ssdt_hdef-3-100-hdas
- 3. dsdt edits: not available
- 4. Restart with HDMI device connected

Step 3: Verify HDMI Audio (Ex., HDMI/DP/AirPlay audio enabled)



kext edit (ex., HD530)

- 1. AppleIntelSKLGraphicsFramebuffer.kext
 - HD530 Only
 - i. Hex Editor
 - binary: AppleIntelSKLGraphicsFramebuffer
 - find: 01030303
 - repl: 01030403
 - cmt: 10.11.4+-SKL-1912000-4 displays

ssdt edit (ex.,HD530)

```
Name (GFX0._STA, Zero)
Device (IGPU)
{
  Name ( ADR, 0x00020000)
  Method (INI, 0, NotSerialized)
   {
     Store (Zero, \ SB.PCI0.GFX0. ADR)
   }
  Method (_DSM, 4, NotSerialized)
   {
     If (LEqual (Arg2, Zero))
     {
        Return (Buffer (One)
        {
           0x03
        })
     }
     Return (Package (0x04)
     {
        "AAPL,ig-platform-id",
        Buffer (0x04)
        {
           0x00, 0x00, 0x12, 0x19
        },
        "hda-qfx",
        Buffer (0x0A)
        {
```

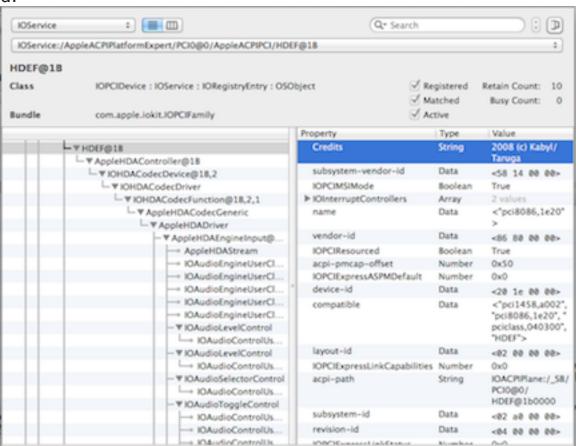
```
"onboard-1"
             }
         })
       }
     }
2.
     Name (HECI._STA, Zero)
     Name (HECI. STA, Zero)
     Device (IMEI)
     {
        Name (_ADR, 0x00160000)
       Method (_INI, 0, NotSerialized)
        {
          Store (Zero, \_SB.PCI0.HECI._ADR)
       Method (_DSM, 4, NotSerialized)
          If (LEqual (Arg2, Zero))
          {
             Return (Buffer (One)
             {
                0x03
             })
          Return (Package (0x02)
             "device-id",
             Buffer (0x04)
             {
                0x3A, 0xA1, 0x00, 0x00
          })
       }
     }
3.
     Name (HDAS._STA, Zero)
     Device (HDEF)
     {
```

```
Name (_ADR, 0x001F0003)
  Method (_INI, 0, NotSerialized)
   {
     Store (Zero, \_SB.PCI0.HDAS._ADR)
   }
  Method (_DSM, 4, NotSerialized)
   {
     If (LEqual (Arg2, Zero))
     {
        Return (Buffer (One)
        {
           0x03
        })
     Return (Package (0x06)
        "hda-gfx",
        Buffer (0x0A)
        {
           "onboard-1"
        },
        "layout-id",
        Unicode ("\x03"),
        "PinConfigurations",
        Buffer (Zero) {}
     })
  }
}
```

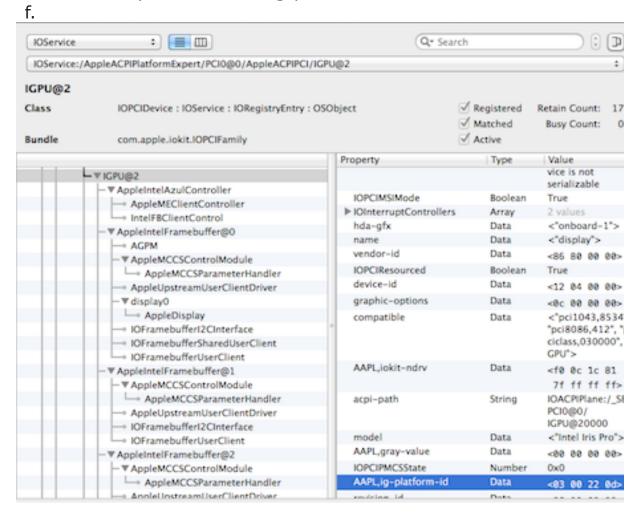
Troubleshooting

- Verify HDMI device connected
 - a. System Information/Graphics/Display/HDMI device/ Television/Yes
- Run IOReg/IOJones/Verify Devices HDEF, IGPU (native/GFX0) and HDAU
 - a. Ex. IOReg/Search: HDEF
 - b. Select HDEF
 - c. Cancel Search (x)
 - d. Scroll up to view HDEF device and properties
- IOReg/IOJones/Verify HDEF@1B
 - a. If Credits, delete S/L/E/HDAEnabler1.kext or HDAEnabler2.kext
 - b. Verify layout-id = 3
 - c. Verify hda-gfx = < onboard-1>

d.

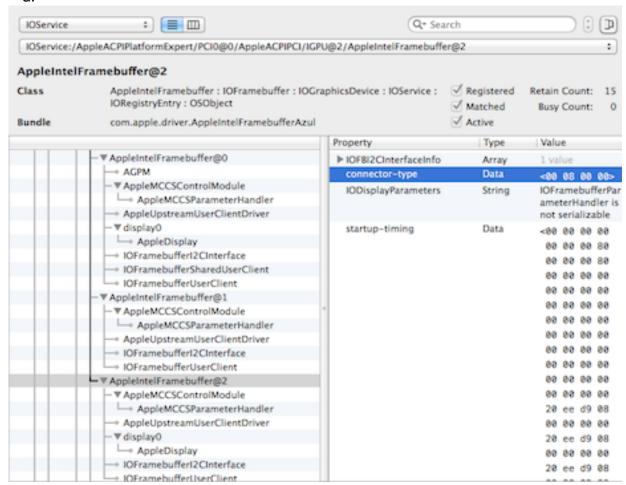


- 4. IOReg/IOJones/Verify IGPU@2 (or GFX0@2)
 - a. If no IGPU@2 verify HD5x0 HDMI audio ssdt
 - b. Verify $hda-gfx = \langle onboard-1 \rangle$
 - If no AppleIntelSKLController, verify HD5x0 HDMI audio ssdt
 - d. Verify HD530/AAPL,ig-platform-id=<00 00 12 19> OR
 - e. Verify HD540/AAPL,ig-platform-id=<00 00 26 19>



- 5. Verify AppleIntelFramebuffer@[0, 1 or 2] with display0 attached
 - a. HDMI: connector-type=<00 08 00 00>
 - b. DVI: connector-type=<00 08 00 00>
 - c. DP: connector-type=<00 04 00 00>

d.



Problem Reporting

- 1. Problem Reporting/Post to:
- 2. Problem Reporting/Attached requested files

Credit

RehabMan

bcc9, Post #11 http://www.insanelymac.com/forum/top...ort/?p=1934889