

OpenCore

Reference Manual (0.8.1.2)

[2022.06.20]

Note 2: At this moment Exclude is only applied to prelinkedkernel and newer mechanisms.

Note 3: In most cases strategy Exclude requires the new kext to be injected as a replacement.

7.5 Emulate Properties

1. Cpuid1Data

Type: plist data, 16 bytes

Failsafe: All zero

Description: Sequence of EAX, EBX, ECX, EDX values to replace CPUID (1) call in XNU kernel.

This property primarily meets three requirements:

• Enabling support for an unsupported CPU model (e.g. Intel Pentium).

- Enabling support for a CPU model not yet supported by a specific version of macOS (typically old versions).
- Enabling XCPM support for an unsupported CPU variant.

Note 1: It may also be the case that the CPU model is supported but there is no power management supported (e.g. virtual machines). In this case, MinKernel and MaxKernel can be set to restrict CPU virtualisation and dummy power management patches to the particular macOS kernel version.

Note 2: Only the value of EAX, which represents the full CPUID, typically needs to be accounted for and remaining bytes should be left as zeroes. The byte order is Little Endian. For example, C3 06 03 00 stands for CPUID 0x0306C3 (Haswell).

Note 3: For XCPM support it is recommended to use the following combinations. Be warned that one is required to set the correct frequency vectors matching the installed CPU.

• Haswell-E (0x0306F2) to Haswell (0x0306C3):

• Broadwell-E (0x0406F1) to Broadwell (0x0306D4):

• Comet Lake U62 (0x0A0660) to Comet Lake U42 (0x0806EC):

• Rocket Lake (0x0A0670) to Comet Lake (0x0A0655):

• Alder Lake (0x090672) to Comet Lake (0x0A0655):

Note 4: Be aware that the following configurations are unsupported by XCPM (at least out of the box):

- Consumer Ivy Bridge (0x0306A9) as Apple disabled XCPM for Ivy Bridge and recommends legacy power management for these CPUs. _xcpm_bootstrap should manually be patched to enforce XCPM on these CPUs instead of this option.
- Low-end CPUs (e.g. Haswell+ Pentium) as they are not supported properly by macOS. Legacy workarounds for older models can be found in the Special NOTES section of acidanthera/bugtracker#365.

2. Cpuid1Mask

 \mathbf{Type} : plist data, 16 bytes

Failsafe: All zero

Description: Bit mask of active bits in Cpuid1Data.

When each Cpuid1Mask bit is set to 0, the original CPU bit is used, otherwise set bits take the value of Cpuid1Data.

3. DummyPowerManagement

Type: plist boolean

Failsafe: false Requirement: 10.4-12

Description: Disables AppleIntelCpuPowerManagement.

Failsafe: Empty

Description: Patches data on specified macOS version or older.

Note: Refer to the Add MaxKernel description for matching logic.

11. MinKernel

Type: plist string Failsafe: Empty

Description: Patches data on specified macOS version or newer.

Note: Refer to the Add MaxKernel description for matching logic.

12. Replace

Type: plist data Failsafe: Empty

Description: Replacement data of one or more bytes.

13. ReplaceMask

Type: plist data Failsafe: Empty (Ignored)

Description: Data bitwise mask used during replacement. Allows fuzzy replacement by updating masked (set to non-zero) bits. Must be equal to Replace in size if set.

14. Skip

Type: plist integer

Failsafe: 0 (Do not skip any occurrences)

Description: Number of found occurrences to skip before replacements are applied.

7.8 Quirks Properties

1. AppleCpuPmCfgLock

Type: plist boolean Failsafe: false Requirement: 10.4-12

Description: Disables PKG_CST_CONFIG_CONTROL (0xE2) MSR modification in AppleIntelCPUPowerManagement.kext, commonly causing early kernel panic, when it is locked from writing.

Some types of firmware lock the PKG_CST_CONFIG_CONTROL MSR register and the bundled ControlMsrE2 tool can be used to check its state. Note that some types of firmware only have this register locked on some cores. As modern firmware provide a CFG Lock setting that allows configuring the PKG_CST_CONFIG_CONTROL MSR register lock, this option should be avoided whenever possible.

On APTIO firmware that do not provide a CFG Lock setting in the GUI, it is possible to access the option directly:

- (a) Download UEFITool and IFR-Extractor.
- (b) Open the firmware image in UEFITool and find CFG Lock unicode string. If it is not present, the firmware may not have this option and the process should therefore be discontinued.
- (c) Extract the Setup.bin PE32 Image Section (the UEFITool found) through the Extract Body menu option.
- (d) Run IFR-Extractor on the extracted file (e.g. ./ifrextract Setup.bin Setup.txt).
- (e) Find CFG Lock, VarStoreInfo (VarOffset/VarName): in Setup.txt and remember the offset right after it (e.g. 0x123).
- (f) Download and run Modified GRUB Shell compiled by brainsucker or use a newer version by datasone.
- (g) Enter setup_var 0x123 0x00 command, where 0x123 should be replaced by the actual offset, and reboot.

Warning: Variable offsets are unique not only to each motherboard but even to its firmware version. Never ever try to use an offset without checking.

On selected platforms, the ControlMsrE2 tool can also change such hidden options. Pass desired argument: lock, unlock for CFG Lock. Or pass interactive to find and modify other hidden options.

As a last resort, consider patching the BIOS (for advanced users only).

If audio appears to be 'playing' on the correct codec, e.g. based on the debug log, but no sound is heard on any channel, it is suggested to use --gpio-setup (with no value) in the AudioDxe driver arguments. If specified with no value, all stages will be enabled (equivalent of specifying 7). If this produces sound, it is then possible to try fewer bits, e.g. --gpio-setup=1, --gpio-setup=3, to find out which stages are actually required.

Note: Value 7 (all flags enabled) of this option – as required for the MacPro5, 1 – is compatible with most systems, but is known to cause problems with sound (previous sounds are not allowed to finish before new sounds start) on a small number of other systems, hence this option is not enabled by default.

• --gpio-pins - Default: 0, auto-detect.

Specifies which GPIO pins should be operated on by --gpio-setup. This is a bit mask, with possible values from 0x0 to 0xFF. The usable maximum depends on the number if available pins on the audio out function group of the codec in use, e.g. it is 0x3 (lowest two bits) if two GPIO pins are present, 0x7 if three pins are present, etc.

When --gpio-setup is enabled (i.e. non-zero), then 0 is a special value for --gpio-pins, meaning that the pin mask will be auto-generated based on the reported number of GPIO pins on the specified codec (see AudioCodec), e.g. if the codec's audio out function group reports 4 GPIO pins, a mask of 0xF will be used. The value in use can be seen in the debug log in a line such as:

HDA: GPIO setup on pins 0x0F - Success

Values for driver parameters can be specified in hexadecimal beginning with 0x or in decimal, e.g. --gpio-pins=0x12 or --gpio-pins=18.

• --restore-nosnoop - Boolean flag, enabled if present.

AudioDxe clears the Intel HDA No Snoop Enable (NSNPEN) bit. On some systems, this change must be reversed on exit in order to avoid breaking sound in Windows or Linux. If so, this flag should be added to AudioDxe driver arguments. Not enabled by default, since restoring the flag can prevent sound from working in macOS on some other systems.

11.9 Properties

1. APFS

Type: plist dict Failsafe: None

Description: Provide APFS support as configured in the APFS Properties section below.

2. Audio

Type: plist dict Failsafe: None

Description: Configure audio backend support described in the Audio Properties section below.

Unless documented otherwise (e.g. ResetTrafficClass) settings in this section are for UEFI audio support only (e.g. OpenCore generated boot chime and audio assist) and are unrelated to any configuration needed for OS audio support (e.g. AppleALC).

UEFI audio support provides a way for upstream protocols to interact with the selected audio hardware and resources. All audio resources should reside in \EFI\OC\Resources\Audio directory. Currently the supported audio file formats are MP3 and WAVE PCM. While it is driver-dependent which audio stream format is supported, most common audio cards support 16-bit signed stereo audio at 44100 or 48000 Hz.

Audio file path is determined by audio type, audio localisation, and audio path. Each filename looks as follows: [audio type]_[audio localisation]_[audio path]. [audio ext]. For unlocalised files filename does not include the language code and looks as follows: [audio type]_[audio path]. [audio ext]. Audio extension can either be mp3 or wav.

- Audio type can be OCEFIAudio for OpenCore audio files or AXEFIAudio for macOS bootloader audio files.
- Audio localisation is a two letter language code (e.g. en) with an exception for Chinese, Spanish, and Portuguese. Refer to APPLE_VOICE_OVER_LANGUAGE_CODE definition for the list of all supported localisations.
- Audio path is the base filename corresponding to a file identifier. For macOS bootloader audio paths refer to APPLE_VOICE_OVER_AUDIO_FILE definition. For OpenCore audio paths refer to OC_VOICE_OVER_AUDIO_FILE definition. The only exception is OpenCore boot chime file, which is OCEFIAudio_VoiceOver_Boot.mp3.