

HTPC

OS X 10.6 HDMI Audio

Requirements for HDMI Audio

1. OS X 10.6.5, 10.6.6 or 10.6.7 (Not working: Early 2011 MacBookPro and iMac updates)
2. AppleHDA v1.9.9
3. No VoodooHDA or other audio enablers

HTPC Graphics Card Choices

- A. ATI HD 5570 (Sapphire)
- B. Nvidia GT 430 (EVGA)

A. ATI HD 5570

1. DSDT - Generic HDMI Audio Edit

```
Device (PEGP)
{
    Name (_ADR, 0x00030000)
    Name (_PRW, Package (0x02)
    {
        0x09,
        0x05
    })

    Device (GFX0)
    {
        Name (_ADR, Zero)
        Method (_DSM, 4, NotSerialized)
        {
            Store (Package (0x02)
            {
                "hda-gfx",
                Buffer (0x0A)
                {
                    "onboard-1"
                }
            }, 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-1"
                }
            }, Local0)
            DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
            Return (Local0)
        }
    }
}
```

```
}
```

2. AppleHDA - no edits required
3. ATIFramebuffer - edit as below (Sapphire Only*)

AtiConfig=Eulemur

Personality: Eulemur

00000000	04	00	00	00	14	00	00	00	00	01	00	00	01	02	01	04
0000010	00	08	00	00	00	02	00	00	00	01	00	00	12	04	04	03
0000020	10	00	00	00	10	00	00	00	00	00	00	00	00	10	00	01

4. GraphicsEnabler=Yes

B. Nvidia GT 430

1. DSDT - Nvidia generic edit

```
Device (PEGP)
{
    Name (_ADR, 0x00030000)
    Name (_PRW, Package (0x02)
    {
        0x09,
        0x05
    })
    Device (GFX0)
    {
        Name (_ADR, Zero)
        Method (_DSM, 4, NotSerialized)
        {
            Store (Package (0x06)
            {
                "@0,connector-type",
                Buffer (0x04)
                {
                    0x00, 0x08, 0x00, 0x00
                },
                "@1,connector-type",
                Buffer (0x04)
                {
                    0x00, 0x08, 0x00, 0x00
                },
                "hda-gfx",
                Buffer (0x0A)
                {
                    "onboard-1"
                }
            }, 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-1"
    }
}, Local0)
DTGP (Arg0, Arg1, Arg2, Arg3, RefOf (Local0))
Return (Local0)
}
}
}

```

2. AppleHDA.kext edits
 - a. AppleHDA binary - From 0a 00 de 10 to 14 00 de 10 (4x)
 - b. AppleHDAController binary - From de 10 e2 0b to de 10 ea 0b (2x)
3. GraphicsEnabler=Yes