



OpenCore

Reference Manual (0.7.~~0~~.1)

[2021.06.21]

tool — BootInstall (bundled with OpenCore). Third-party utilities can be used to perform this on systems other than macOS.

For upgrade purposes, refer to the [Differences.pdf](#) document which provides information about changes to the configuration (as compared to the previous release) as well as to the [Changelog.md](#) document (which contains a list of modifications across all published updates).

3.3 Contribution

OpenCore can be compiled as a standard EDK II package and requires the EDK II Stable package. The currently supported EDK II release is hosted in [acidanthera/audk](#). Required patches for this package can be found in the [Patches](#) directory.

The only officially supported toolchain is XCODE5. Other toolchains might work but are neither supported nor recommended. Contributions of clean patches are welcome. Please do follow EDK II C Codestyle.

To compile with XCODE5, besides Xcode, users should also install NASM and MTOC. The latest Xcode version is recommended for use despite the toolchain name. An example command sequence is as follows:

```
git clone --depth=1 https://github.com/acidanthera/audk UDK
cd UDK
git submodule update --init --recommend-shallow
git clone --depth=1 https://github.com/acidanthera/OpenCorePkg
source edksetup.sh
make -C BaseTools
build -a X64 -b RELEASE -t XCODE5 -p OpenCorePkg/OpenCorePkg.dsc
```

Listing 1: Compilation Commands

For IDE usage Xcode projects are available in the root of the repositories. Another approach could be [using Language Server Protocols](#). For example, Sublime Text with [EasyClangCompleteLSP for Sublime Text](#) plugin. Add [.clangcompile](#) [completeflags.txt](#) file with similar content to the UDK root:

```
-I/UefiPackages/MdePkg
-I/UefiPackages/MdePkg/Include
-I/UefiPackages/MdePkg/Include/X64
-I/UefiPackages/MdeModulePkg
-I/UefiPackages/MdeModulePkg/Include
-I/UefiPackages/MdeModulePkg/Include/X64
-I/UefiPackages/OpenCorePkg/Include/AMI
-I/UefiPackages/OpenCorePkg/Include/Acidanthera
-I/UefiPackages/OpenCorePkg/Include/Apple
-I/UefiPackages/OpenCorePkg/Include/Apple/X64
-I/UefiPackages/OpenCorePkg/Include/Duet
-I/UefiPackages/OpenCorePkg/Include/Generic
-I/UefiPackages/OpenCorePkg/Include/Intel
-I/UefiPackages/OpenCorePkg/Include/Microsoft
-I/UefiPackages/OpenCorePkg/Include/Nvidia
-I/UefiPackages/OpenCorePkg/Include/VMware
-I/UefiPackages/OvmfPkg/Include
-I/UefiPackages/ShellPkg/Include
-I/UefiPackages/UefiCpuPkg/Include
-IInclude
-include
/UefiPackages/MdePkg/Include/Uefi.h
-fshort-wchar
-Wall
-Wextra
-Wno-unused-parameter
-Wno-missing-braces
```

```
-Wno-missing-field-initializers
-Wno-tautological-compare
-Wno-sign-compare
-Wno-varargs
-Wno-unused-const-variable
-DOC_TARGET_NOOPT=1
-DNO_MSABI_VA_FUNCS=1
```

Listing 2: ECC Configuration

[Note: /UefiPackages in the sample file denotes an absolute path.](#)

Warning: Tool developers modifying `config.plist` or any other OpenCore files must ensure that their tools check the `opencore-version` NVRAM variable (see the Debug Properties section below) and warn users if the version listed is unsupported or prerelease. The OpenCore configuration may change across releases and such tools shall ensure that they carefully follow this document. Failure to do so may result in such tools being considered to be malware and blocked by any means.

3.4 Coding conventions

As with any other project, we have conventions that we follow during development. All third-party contributors are advised to adhere to the conventions listed below before submitting patches. To minimise abortive work and the potential rejection of submissions, third-party contributors should initially raise issues to the Acidanthera Bugtracker for feedback before submitting patches.

Organisation. The codebase is contained in the `OpenCorePkg` repository, which is the primary EDK II package.

- Whenever changes are required in multiple repositories, separate pull requests should be sent to each.
- Committing the changes should happen firstly to dependent repositories, secondly to primary repositories to avoid automatic build errors.
- Each unique commit should compile with `XCODE5` and preferably with other toolchains. In the majority of the cases it can be checked by accessing the CI interface. Ensuring that static analysis finds no warnings is preferred.
- External pull requests and tagged commits must be validated. That said, commits in master may build but may not necessarily work.
- Internal branches should be named as follows: `author-name-date`, e.g. `vit9696-ballooning-20191026`.
- Commit messages should be prefixed with the primary module (e.g. library or code module) the changes were made in. For example, `OcGuardLib: Add OC_ALIGNED macro`. For non-library changes `Docs` or `Build` prefixes are used.

Design. The codebase is written in a subset of freestanding C11 (C17) supported by most modern toolchains used by EDK II. Applying common software development practices or requesting clarification is recommended if any particular case is not discussed below.

- Never rely on undefined behaviour and try to avoid implementation defined behaviour unless explicitly covered below (feel free to create an issue when a relevant case is not present).
- Use `OcGuardLib` to ensure safe integral arithmetics avoiding overflows. Unsigned wraparound should be relied on with care and reduced to the necessary amount.
- Check pointers for correct alignment with `OcGuardLib` and do not rely on the architecture being able to dereference unaligned pointers.
- Use flexible array members instead of zero-length or one-length arrays where necessary.
- Use static assertions (`STATIC_ASSERT`) for type and value assumptions, and runtime assertions (`ASSERT`) for precondition and invariant sanity checking. Do not use runtime assertions to check for errors as they should never alter control flow and potentially be excluded.
- Assume `UINT32/INT32` to be `int`-sized and use `%u`, `%d`, and `%x` to print them.
- Assume `UINTN/INTN` to be of unspecified size, and cast them to `UINT64/INT64` for printing with `%Lu`, `%Ld` and so on as normal.
- Do not rely on integer promotions for numeric literals. Use explicit casts when the type is implementation-dependent or suffixes when type size is known. Assume `U` for `UINT32` and `ULL` for `UINT64`.
- Do ensure unsigned arithmetics especially in bitwise maths, shifts in particular.

2. NormalizeHeaders

Type: plist boolean

Failsafe: false

Description: Cleanup ACPI header fields to workaround macOS ACPI implementation flaws that result in boot crashes. Reference: Debugging AppleACPIPlatform on 10.13 by Alex James (also known as theracermaster). The issue was fixed in macOS Mojave (10.14).

3. RebaseRegions

Type: plist boolean

Failsafe: false

Description: Attempt to heuristically relocate ACPI memory regions. Not recommended.

ACPI tables are often generated dynamically by the underlying firmware implementation. Among the position-independent code, ACPI tables may contain the physical addresses of MMIO areas used for device configuration, typically grouped by region (e.g. `OperationRegion`). Changing firmware settings or hardware configuration, upgrading or patching the firmware inevitably leads to changes in dynamically generated ACPI code, which sometimes results in the shift of the addresses in the aforementioned `OperationRegion` constructions.

For this reason, the application of modifications to ACPI tables is extremely risky. The best approach is to make as few changes as possible to ACPI tables and to avoid replacing any tables, particularly DSDT tables. When this cannot be avoided, ensure that any custom DSDT tables are based on the most recent DSDT tables or attempt to remove reads and writes for the affected areas.

When nothing else helps, this option could be tried to avoid stalls at `PCI Configuration Begin` phase of macOS booting by attempting to fix the ACPI addresses. It is not a magic bullet however, and only works with the most typical cases. Do not use unless absolutely required as it can have the opposite effect on certain platforms and result in boot failures.

4. ResetHwSig

Type: plist boolean

Failsafe: false

Description: Reset FACS table `HardwareSignature` value to 0.

This works around firmware that fail to maintain hardware signature across the reboots and cause issues with waking from hibernation.

5. ResetLogoStatus

Type: plist boolean

Failsafe: false

Description: Reset BGRT table `Displayed` status field to false.

This works around firmware that provide a BGRT table but fail to handle screen updates afterwards.

6. SyncTableIds

Type: plist boolean

Failsafe: false

Description: Sync table identifiers with the SLIC table.

This works around patched tables becoming incompatible with the SLIC table causing licensing issues in older Windows operating systems.

Requirement: 10.8 (not required for older)

Description: Forces maximum performance in XCPM mode.

This patch writes 0xFF00 to MSR_IA32_PERF_CONTROL (0x199), effectively setting maximum multiplier for all the time.

Note: While this may increase the performance, this patch is strongly discouraged on all systems but those explicitly dedicated to scientific or media calculations. Only certain Xeon models typically benefit from the patch.

5. CustomSMBIOSGuid

Type: plist boolean

Failsafe: false

Requirement: 10.4

Description: Performs GUID patching for UpdateSMBIOSMode Custom mode. Usually relevant for Dell laptops.

6. DisableIoMapper

Type: plist boolean

Failsafe: false

Requirement: 10.8 (not required for older)

Description: Disables IOMapper support in XNU (VT-d), which may conflict with the firmware implementation.

Note 1: This option is a preferred alternative to deleting DMAR ACPI table and disabling VT-d in firmware preferences, which does not obstruct VT-d support in other systems in case they need this.

Note 2: Misconfigured IOMMU in the firmware may result in broken devices such as ethernet or Wi-Fi adapters. For instance, an ethernet adapter may cycle in link-up link-down state infinitely and a Wi-Fi adapter may fail to discover networks. Gigabyte is one of the most common OEMs with these issues.

7. DisableLinkeditJettison

Type: plist boolean

Failsafe: false

Requirement: 11

Description: Disables __LINKEDIT jettison code.

This option lets Lilu.kext, and possibly other kexts, function in macOS Big Sur at their best performance levels without requiring the keepsyms=1 boot argument.

8. DisableRtcChecksum

Type: plist boolean

Failsafe: false

Requirement: 10.4

Description: Disables primary checksum (0x58-0x59) writing in AppleRTC.

Note 1: This option will not protect other areas from being overwritten, see RTCMemoryFixup kernel extension if this is desired.

Note 2: This option will not protect areas from being overwritten at firmware stage (e.g. macOS bootloader), see AppleRtcRam protocol description if this is desired.

9. ExtendBTFeatureFlags

Type: plist boolean

Failsafe: false

Requirement: 10.8-[11](#)

Description: Set FeatureFlags to 0x0F for full functionality of Bluetooth, including Continuity.

Note: This option is a substitution for BT4LEContinuityFixup.kext, which does not function properly due to late patching progress.

10. ExternalDiskIcons

Type: plist boolean

Failsafe: false

Requirement: 10.4

Description: Apply icon type patches to AppleAHCIPort.kext to force internal disk icons for all AHCI disks.

11.3 Tools and Applications

Standalone tools may help to debug firmware and hardware. Some of the known tools are listed below. While some tools can be launched from within OpenCore (Refer to the Tools subsection for more details), most should be run separately either directly or from `Shell`.

To boot into OpenShell or any other tool directly save `OpenShell.efi` under the name of `EFI\BOOT\BOOTX64.EFI` on a FAT32 partition. It is typically unimportant whether the partition scheme is GPT or MBR.

While the previous approach works both on Macs and other computers, an alternative Mac-only approach to bless the tool on an HFS+ or APFS volume:

```
sudo bless --verbose --file /Volumes/VOLNAME/DIR/OpenShell.efi \
--folder /Volumes/VOLNAME/DIR/ --setBoot
```

Listing 3: Blessing tool

Note 1: `/System/Library/CoreServices/BridgeVersion.bin` should be copied to `/Volumes/VOLNAME/DIR`.

Note 2: To be able to use the `bless` command, disabling System Integrity Protection is necessary.

Note 3: To be able to boot Secure Boot might be disabled if present.

Some of the known tools are listed below (builtin tools are marked with *):

<code>BootKicker*</code>	Enter Apple BootPicker menu (exclusive for Macs with compatible GPUs).
<code>ChipTune*</code>	Test BeepGen protocol and generate audio signals of different style and length.
<code>CleanNvram*</code>	Reset NVRAM alternative bundled as a standalone tool.
<code>CsrUtil*</code>	Simple implementation of SIP-related features of Apple <code>csrutil</code> .
<code>GopStop*</code>	Test GraphicsOutput protocol with a simple scenario.
<code>KeyTester*</code>	Test keyboard input in <code>SimpleText</code> mode.
<code>MemTest86</code>	Memory testing utility.
<code>OpenControl*</code>	Unlock and lock back NVRAM protection for other tools to be able to get full NVRAM access when launching from OpenCore.
<code>OpenShell*</code>	OpenCore-configured UEFI <code>Shell</code> for compatibility with a broad range of firmware.
<code>PavpProvision</code>	Perform EPID provisioning (requires certificate data configuration).
<code>ResetSystem*</code>	Utility to perform system reset. Takes reset type as an argument: <code>coldreset</code> , <code>firmware</code> , <code>shutdown</code> , <code>warmreset</code> . Defaults to <code>coldreset</code> .
<code>RtcRw*</code>	Utility to read and write RTC (CMOS) memory.
<code>ControlMsrE2*</code>	Check CFG Lock (MSR 0xE2 write protection) consistency across all cores and change such hidden options on selected platforms.

11.4 OpenCanopy

OpenCanopy is a graphical OpenCore user interface that runs in `External PickerMode` and relies on `OpenCorePkg` `OcBootManagementLib` similar to the builtin text interface.

OpenCanopy requires graphical resources located in `Resources` directory to run. Sample resources (fonts and images) can be found in `OcBinaryData` repository. Customised icons can be found over the internet (e.g. [here](#) or [there](#)).

OpenCanopy provides full support for `PickerAttributes` and offers a configurable builtin icon set. The chosen icon set may depend on the `DefaultBackgroundColor` variable value. Refer to `PickerVariant` for more details.

Predefined icons are saved in the `PickerVariant`-derived subdirectory of the `\EFI\OC\Resources\Image` directory. A full list of supported icons (in `.icns` format) is provided below. When optional icons are missing, the closest available icon will be used. External entries will use `Ext`-prefixed icon if available (e.g. `OldExtHardDrive.icns`).

Note: In the following all dimensions are normative for the 1x scaling level and shall be scaled accordingly for other levels.

- `Cursor` — Mouse cursor (mandatory, up to 144x144).
- `Selected` — Selected item (mandatory, 144x144).
- `Selector` — Selecting item (mandatory, up to 144x40).
- `SetDefault` — Selecting default (mandatory, up to 144x40; must be same width as `Selector`).
- `Left` — Scrolling left (mandatory, 40x40).