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Haven't progressed far into the game (game from Europe), but I also experience this problem. Every time a mouse cursor can be used (i.e. reading a data bar or selecting a response on a conversation wheel during a scene), there is a chance that the mouse cursor will not disappear (as it should), but instead remains visible and centered on the screen. One workaround I found to open the menu (map, inventory, esc.menu) and move the mouse. The resumption of the data bar also seems to be working. After leaving the menu, the cursor disappears properly. Not a game violation, but yes, it interferes with the immersive part. My PC specs: OS: Win 7 (x64) Schedule. Map: Nvidia geforce gtx 760 (2GB) Graph. Driver version: 378.92 Memory: 16GB Mass Effect Andromeda version: deluxe edition, digital download Page 2 Dedicated allocated highlighted videogame\_asset My games When logged in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,090) Page 2 videogame\_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all the games (1,090) Has anyone heard or found a real fix to the cursor problem yet? It seems to be affecting a number of people, myself included, and they still haven't reviewed it. It seems that such any are easy to fix, but what I know. I tried to hold onto the game until they fixed it, so I don't have to look at the stupid cursor in the middle of the screen every cutscene. Page 2 The software included in this section is very useful in your computer's daily application. It was divided into several categories, including: security (antivirus and firewall software, among others), system tools (improving Windows systems) and audio video (everything you need to play audio and video files on your computer). For gamers, this is a special category that contains software that is mandatory for players, such as GPU drivers, game console emulation software, and customers for a variety of digital distribution platforms (such as Steam, Uplay, and Origin). In the Software category, you can find utility software available for free (not for commercial use) that can improve your computer's performance in many ways. The software includes codec packages, must play all types of movies, communicators, internet browsers, apps for opening and/or editing audio files and video clips, data download managers, etc. These include: driver packs needed to get the most Radeon and GeForce processors, hardware platform emulators (virtual computers and consoles - both new and old), apps that improve the performance of your PC in video games, tools for creating/changing games, software to customize controllers (such as gamepads) gamepads) The software sharing our page is mainly designed for personal computers running on Windows systems. There are both free full versions (free software) and trials (shareware). Page 3 Here, you can legally download free games for your computer and laptop: full video games and free demos of the best titles around. We recommend the following titles: Euro Truck Simulator 2, Command s Conquer: Red Alert, Spider-Man 2: The Game, BeamNG.drive, Need for Speed: Most Wanted (2005), Volvo: The Game, Minecraft, Postal 2, Command and Conquer: Tiberian Sun, Spintires.Our library currently contains 2010 files full of games and demos. Enjoy! Page 4 This site contains fashions, free game changes created by fans, and official additions for your favorite titles. These mods will make your game dough, add new mechanics, locations, characters and game modes. Our database contains 9,362 files with mods and game add-ons. This week's most popular fashions are: Grand Theft Auto: Vice City, Need for Speed: Most Wanted (2005), Grand Theft Auto V, Need for Speed: Underground 2, Command and Conquer: Red Alert 2 - Yuri's Revenge, Need for Speed Carbon, Grand Theft Auto IV, Gothic II: Night of the Raven, Gothic, Grand Theft Auto: San Andreas, Page 5 Here, you can find patches that will improve the performance of your games. Patches and updates are official updates created by game developers that fix bugs and introduce new gameplay features. Patches only work with original retail versions of the games. Our database contains 3,043 files with patches and updates. The most popular patches this week are: Agriculture Simulator 19, Agriculture Simulator 17, Euro Truck Simulator 2, Agriculture Simulator 15, Need for Speed: Most Wanted (2005), Grand Theft Auto IV, Gothic 3, Grand Theft Auto: Vice City, Incredible Hulk (2008), Mount Blade: Warband, Page 6 This section of our Downloads is dedicated to helping you complete really difficult games, or just to discover new features in gameplay. God's Mode, Invisibility, Immortality? We got it! Welcome to our collection of game coaches. Page 7 Trainers for Games, whose titles begin with the Most Popular Trainers: 7 Days to Die, 60 Seconds!, 7 Sins, 007 Legends, 007: Bloodstone, 112 Operator, 7554: Glorious Memories Revived, 25 To Life, 4 Elements, 60 Parsec! A B C D E F H I J K L M N O P R S T U V W X Y - Like probably everyone else I am very happy with f.lux and have been using it for years. That's great. :) Recently discovered that I've been running with an outdated version for too long, so I really appreciate all the updates. One feature I really like is the automatic disconnection on full-screen apps as well as the mouse cursor software. Finally, that blue mouse cursor History. ^^ There is one problem though: Some full-screen apps, and I'm talking about games here, need a hardware cursor. For example, the massive Effect of Andromeda. If there is no active hardware cursor, the mouse icon is completely absent from the game makes the menu unusable. So for now, unfortunately, I've completely turned off the mouse option software in the F.lux options. It would be awesome when a feature that turns off f.lux for full-screen applications will also automatically disable the use of mouse software. Thank you in advance and keep the big work! :) New Earned Icon Get 1K upvotes on your post life choice of my cat Earned 210 In case you haven't installed a new patch yet, keep reading this article to know what to expect from it. Mass Effect: Andromeda Patch 1.05 game issues fail to run several players reported that they are unable to even run the game after installing the patch. Here's what one player said on the Bioware forums: Me and a few others on Reddit seem to be having a catastrophic problem since the patch. Once the patch sets the game to be up and running, the unloaded memory load is using 59Mb of RAM and then just sits idle (waited 10 minutes and it refuses to load despite the fact .exe is running). Using a repair game doesn't fix it, reboot, etc. doesn't fix it. The game was a load fine yesterday and this morning before I set the patch. Download problems Some of the players who managed to run the game are not too far away. Namely, there are several players who complain about the long download time after installing the patch. In addition, the game even falls on the boot for some players. Here's what they say: A very long download time, which can sometimes take up to 5 minutes to download. Happens often 50% - 99% of the time . The main game works fine, but when I try to load in multiplayer, the loading screen comes in, and when the bar gets to the end of the screen turns black it comes back to the desktop. I've tried various graphic settings of the former: turning it into window mode, taking the default graphics to the average. I also logged in from a companion app. I had no problem playing multiplayer at 3/21, but now at 3/27 I'm having problems. Black screen problems seem like some people just can't play the game after the last patch. One player recently reported problems with the black screen, and, he said, there is no known solution: Screenshot is attached. This has been happening since Patch 1.05 was rolled out. I've tried a number of fixes (rolling back the GPU driver, setting the origin offline and turning the overlay, moving my saves and file preferences from documents/bioware/Mass Effect Andromeda, repairing the game through origin), but none of them worked. Other problems Here are some additional problems that also bother players who have installed a new patch for Mass Effect: Andromeda: Since the new patch is 1.05, this often happens when I leave the fight (or just walk past enemies in the nomad) combat doesn't stop playing even if there are no red dots on the hood. Even after saving and rebooting, the music can still play. At some point (which I can't identify), he fixes himself or going to the main menu fixes it too. Too. options seem to be broken for Jaal and Peebee. Dialog wheel does not appear, when trying to skip through spacebar context information appears in the bottom right corner, but nothing seems to be happening. It actually takes a while until the dialogue options appear (up to 15 minutes - tried with Peebee, but no audio plays even while the lip characters are moving). After getting out of such a broken conversation, the game is broken on its own: the doors no longer react - if there is a problem with the Peebee-conversation that actually traps me on the Bridge of the Storm as no other door will react more, when trying to get out of the ship when landing somewhere the next loading screen seems to be forever (lost patience after 30 minutes of waiting longer to see if it clears of its own) when trying to run another conversation with Suvie or Callo on the bridge The screen freezes, when switching to windows Desktop (Alt-TAB) the gaming screen goes black with only two boot circles in the bottom right corner cycling around like forever. The game must be fully resumed to continue anyway. I learned that during such a broken conversation RAM-use of the playable game runs through the roof. In the case of The PeeBee-conversation RAM using a shot of 1.7GB to 7.9GB in the case of the Jaal-conversation it shot from 1.2GB to 4.9GB until the conversation was over - finished means just getting out of it without causing more content (the game was recently started during this test). It seems to be a kind of memory leak that causes delays itself and is not cleared after that, so the whole game has a problem with the huge amount transferred to memory usage after that. Tried the repair option from the Origin menu - did not help to reinstall the entire game, did not help. Alongside this, the second question came up that return to Windows and still running the game in back-round triggers some odd box behavior out of the game: the game no longer minimizes properly, but switches to window-mode (it's a great time - for the video card as it changes the resolution of the 3D rendering and all over the course of it) the game window locks into Overlayus and catches the pointer when it hangs. , there is no way to get the pointer back to Windows Desktop, except by returning to the game and Alt-TAB back), if you can press the button to minimize the game window, it will go to the taskbar, but any other action on the desktop (even a left press on the empty space) will return the game window. So you can't even double-click the icon that is in the area where the game window is locked as the second click will already be on the game window again, which will trap your mousepointer in it as described earlier. when you return to the game, the game changes again to full window mode, changing the resolution of 3D and should Alt+Enter to go back to Full-Screen-Mode (which is the third rescaling of the 3D render) As you can see, the game suffers from various bugs and problems, so you might think twice before installing a new patch. Patch. mass effect andromeda mouse cursor fix. mass effect andromeda mouse cursor bug fix

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