

Der Mauszeiger (USB) bewegt sich ruckelnd

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does your graphic hardwareaccelaration work- are the usbports correct mapped?

Ig 😊

The built-in HD630 video is used here. (foto 1)

The video starts normally.

I've tried two options: (foto 2)

- used usbport.kext and xhciportlimit - false;
- used USBInjectAll.kext and xhciportlimit - true;

The result is the same.

The most incomprehensible thing is why this happens in the Mac os installation menu. This problem has appeared recently.