Well, it is weird that I might be the first to have noticed...

Since the very first day with my new notebook with Intel integrated graphics G965, I have noticed that there is some strange problem with cursor image. First observed in TheIDE, I thought it is U++ bug, then seen it in all other programs to happen as well.

The problem is that the cursor image shape "lags" changes - e.g. you place it over edit field - it should change to I beam, but it changes only after a while.

I have created a simple U++ program to demonstrate the issue. If you have, please give it a try and report results:


```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

class G965 : public TopWindow {
public:
 virtual Image CursorImage(Point p, dword keyflags) {
  return GetTickCount() & 128 ? Image::Arrow() : Image::IBeam();
 }
};

GUI_APP_MAIN
{
 G965().Run();
}
```


Mirek