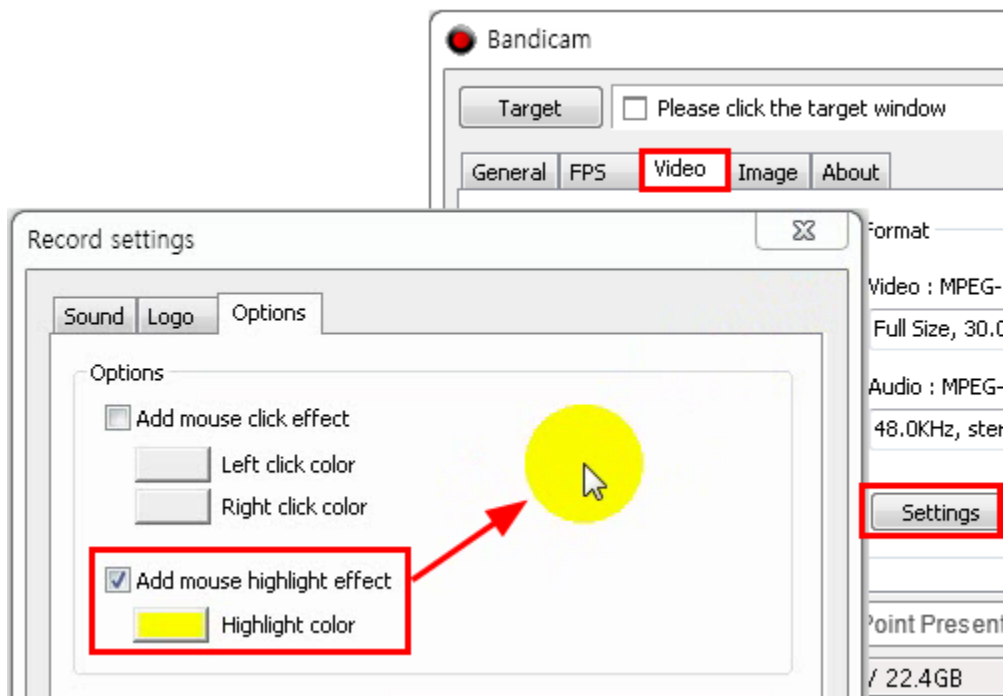# Bandicam 1.8.7 Version Update

1. Added mouse highlight effect.

2. Improved the recording ability of 'Rectangle on a screen' capture.

3. Improved the FPS display compatibility in OpenGL games/programs.

4. Improved the hooking compatibility with DirectX1, DirectX7, OpenGL games/programs.

5. Improved the FPS counter in DirectX/OpenGL games/programs.

6. FPS number range has changed from 999 to 9999.

7. Bugs fixed

- FPS could not be displayed in some DirectX 10 games (e.g. Just Cause 2)

- Two issues included recording of red FPS number, as well as a stuttering issue in some DirectX 10/11 games (e.g. Max Payne 3, Crysis3)

- Failed to play .wav file which is larger than 2GB. (Bandicam now splits the file into 2GB parts)

- Failed to record certain area of Windows 8 in full screen mode.

- Failed to hook/record when more than 2 Bandicam programs were executed at the same time.

- Coordinates of Find Window wasn't accurate in Windows Vista or higher.

- Certain mouse cursor didn't display properly.

* Bandicam Download: http://www.bandicam.com/downloads

Thank you for using Bandicam