

μ¥»+;°ïÖúÖ÷là;±¼´¿É³ðïÖ°ïÖúÖ÷làÁÐ±í;£

DirectX Öiŋŋi¹¼³⁄⁴ß

Microsoft(R) DirectX(R) Öiŋŋi¹¼³⁄⁴ßÄµµ°üÄ¨ÒÖiÄÖ÷là£º

- ¹ØÓÚ DirectX Öiŋŋi¹¼³⁄⁴ß
- ×çÖâÉÁî
- ²âÉÖ DirectX ×é¼⁄⁴ß
- É;´úÄ-ÉiÐÐi²
- »¹Öçŋŋi¹³⁄⁴ß
- ±f´æÐÁiç
- ±¨æiÉiâ

1ØÓÚ DirectX ÖïŋĪ¹κ¾β

DirectX(R) ÖïŋĪ¹κ¾βÓÃÓÚĪðÓÃ»§Īá¹©ĪμĪ³ÖÐ Microsoft(R) DirectX ÓĪÓÃ³ĪÐð±à³Ī½Ó¿ÚᵠÍÇÝŋĪ³ĪÐðμÃÐÃĪç
£¬²çÄÜ¹»²âÊÔÉùððᵠĪ¼ÐĪÊä³ö;£Ī¬Ê±»¹¿ÉÒÓÃÓÚ½ûÓÃ³Ð©Ó²¼p¼ÓËÜ¹ĪÄÜ;£

¿ÉÒÔÊ¹ÓÃ´Ê¹κ¾βÊÔ¼¬ÐÃĪç£¬ÒÔ±ãÔÚĪ´ðÖ§³Öμç»°Ê±Īá¹©, ØĪà¹Ø¼¼ÊðÊËÔ±£¬»¹¿ÉÒÔ±£
´æÊ¹ÓÃ, Ī¹κ¾βÊÔ¼¬μ½μÃÐÃĪç²ç½«ÆäÔ³Īùμ½μç×ÓÓÊ¼pÖÐ;£

ÐÃĪç·ÖŋĪàÒ³ĪÔÊ³¼;£Ê¹ÓÃÒÔĪÃ³ÖÖ·½, ´¿ÉÒÔ·Ô³£ᵠ

- μ¥»÷²»Ī¬μÃŊĪĪ¿´Ī;£
- μ¥»÷Ī°ĪÃÓ»Ô³;±°´Ã¥;£
- μ±ÊäÊë½¹μä¼¬ÖÐÓÚÃ³, öŊĪĪ¿´ĪĪÊ±£¬¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓÔ¼ýĪ·¼ü;£

×çÔâ

- ĪÔ¿´ĪÜ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜËÇ½üËÆÖμ;£

È;´úĀ-ÈĪĐĐĪº

ÔÚĪµĪÉĪº²×ºµĀĀ;_ōĪŌÈ¾Ēè±_µĀĪ;°ĪŌÈ¾;±Ō³ŌĐĒ-µŸ»÷;º½ŪŌĀ;±º´ĀŸĒ-½ŪŌĀ DirectDraw »ð
Direct3D Ō²¼p¼ŌÈŪĒ´Ēç¹ŪŌĐ¼ŌÈŪ¹ĀŪµĀ»ºĒ©;Ē½ŪŌĀ¼ŌÈŪŌ®ºóĒ-¼ŌÈŪ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼βºóŌĀĒ»±
Ē³Ō½ŪŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐŞ;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈŪĒ-ÇĒµŸ»÷;ºĒĒŌĀĀ;±º´ĀŸ;Ē

×çŌā

- ½ŪŌĀ DirectDraw ¼ŌÈŪ½«Ī-Ē±½ŪŌĀ Direct3D ¼ŌÈŪ;Ē

Ō²;ĒŌŌÈ;´úŌÉ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒèŌĀµĀ¼āĒŌĒ±Ē
çĐĀĒµĀĒĒ;ĒŌ»ŌĐŌŪĀ³ĐŌŌ;ŌĀ³ĪĐð³ŌĪŌŌÈ¾ĪĒĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒèŌĀĀĒĪĪĐŞµĀĒ
çĐĀĒµĀĒĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒèŌĀÈ;´úĒçĐĀĒµĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-µŸ»÷;ºOverride;±º´ĀŸ;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ū;Ōñ±à¼çð²çĪ²¼āĒĒŌĒ±¼ŪĒĒŌĐĐŞµĀĒ
çĐĀĒµĀĒĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

► È;ĪŪÈ;´úĒçĐĀĒµĀĒĒ-²çŌĒĐĪ DirectDraw Ō;ŌĀ³ĪĐð×ŌĐĐĒèŌĀĒ çĐĀĒµĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-µŸ»÷;ºOverride;±º´ĀŸ;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ū;Ōñ;ºĀ-ĒĪŌµ;±Ū;Īº´ĀŸ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Öïŋİ¹α³/₄ßÔÊĐíÓÄ»§»¹Ö-
½İÖçμÄÖðÆμóİÉÓÆμÇýŋ⁻³İĐò;£ÖâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò²»¼æÈÝÍÊİà×İ°ÄμÄ°İ.``;£
Ëç¹ú;°Still Stuck?;±ÊðĐÖÖ³Éİ³öİÖ;°Restore;±°'Ä¥£¬Öð;ÉÖÖμ¥»÷'Ë°'Ä¥ÖËĐĐ DirectX °²×°³İĐò;£
DirectX °²×°³İĐòÓĐÁ½,ö°'Ä¥£¬¼¼'ı°Restore Audio Drivers;±óı°Restore Display Drivers;±
;£μ¥»÷ÆäÖĐËİÖ»°'Ä¥ŋ¼¼½«»¹ÖÖÚİμİ³ÖĐ°²×° DirectX Ê±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,ö°'Ä¥
±»½úÔÄ£¬Öð±İÄ÷Ä»ÓĐ;ÉÖÖ»¹ÖμÄÇýŋ⁻³İĐò;£Ööμ½ÖâÖÖÇé;öË±
£¬Ó;ÓëÓ²/₄p³§ÉİÄ³İμ£¬ÖÖ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX °²×°³İĐò»İá¹©Ö»ıöÖÄÓÚ½úÓÄ D3D Ó²/₄p¼¼ÓËÛμÄ,
'Ñ;ıð£¬Ö²ĐíÄúı¹ýÖïŋİ¹α³/₄ßŋÖ»°;đòÑİé³É'Ëİ¹/₂úÓÄ;££⁻²İ¼ú Ëı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

ÓÐÁ½ÖÖ·½·"¿ÉÒÔ±f'æ DirectX Öïŋĭ¹¼ßÊÖ¼~µĀÐĀĭçƒº

- µŸ»÷j°±f'æËùÓÐÐĀĭç;±°'ĀŸjƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓĀ»§ËùŊjĭ»ÖĀ°ĀĀû³ÆµĀĀ¼pĀĭjƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀĭª·çĒĭ°æ±¼µĀËĭ¼pĭª·çÖßƒ→Ôð¿ÉÒÔƒº

- ÓÚj°Still Stuck?j±Ö³Ēĭƒ→µŸ»÷j°±"æj±ƒ→½«³öĬj°'ĭó±"æÐĀĭç
j±ŋŌ»°¿òjƒËäËËËùÓÐ±ØÖªËý³¼Yƒ→µŸ»÷j°·çĒĭj±jƒ½«ÓÚÁÚÊ±Ā¿Ā¼ƒ"ĀýËçƒ→C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀĀĭª Dxinfo.txt µĀĀ±³¼Ā¼pƒ→ĭ→Ë±ĬÖË¼ÓÚ¼ÇËĀ±¼'°¿ÚÖÐjƒ
'ĒĀ¼p²»½ð°üº→²ÉÓĀËĒËö·½·"ÊÖ¼~µĀÐĀĭçƒ→»¹°üº→ËùËäËËµĀ,öËËÐĀĭç°ĭÆäËËÐĀĭçjƒ

±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX xé¼p»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;â·çĒĪ°æ±¾¼½ØÐÉĪ¼p;â·
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼βμĀ;â·çĒĪ°æ±¾¼;£²ç²»ĒĒŌĀŌŪĒùŌÐŌĀ»§;£

► ĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌÐμ¥»÷;°±",æ;±;£
2. ĪĪ'Ī;°'ĪŌ±",æÐĀĪç;±ŋŌ»°;ðμĀĒùŌÐĪà¹Ø²;·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒù
'½"μĀĪĀ±¾¼Ī¼pμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌÊ¼pμŌŌ;£çĒ¼çĪĀμç×ŌŌÊ¼pμŌŌ;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼p½«±»°¼çĒĀ±¾¼;±'ð;â;£
4. 'Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°,'ŌÆ;±£¬½«Ē»ĪĀŪĒŸ,
'ŌÆμ½¼ðĪù°âŌÐ;£
5. ŌŪŌÊ¼p³ĪððĀĪ'½"ÐĀŌÊ¼p£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ½ŌÊ¼pŌÐ;£°'μŪ 3 ²½ŌÐ¼çĪĀμĀμŌŌ·
çĒĪŌÊ¼p;£

