

μ¥»+;°ïÖúÖ÷là;±¼´¿É³öïÖ°ïÖúÖ÷làÁÐ±í;£

DirectX Öiŋŋi¹¼³⁴ß

Microsoft(R) DirectX(R) Öiŋŋi¹¼³⁴ßÄµµ°üÄ¨ÒÖiÄÖ÷là£º

- ¹ØÓÚ DirectX Öiŋŋi¹¼³⁴ß
- ×çÖâÉÁî
- ²âÉÖ DirectX ×é¼³
- É;´úÄ-ÉiÐÐi²
- »¹Öçŋŋi¹³iÐò
- ±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´Ī;£
- μ¥»÷Ī°ĪÃÓ»Ô³;±°´Ã¥Ī£
- μ±ÊäÊë½¹μä¼¬ÖÐÓÚÃ³, öŊĪĪ¿Ī´ÊĪÊ±£¬¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓ¼ýĪ·¼ü;£

×çÔâ

- ĪÔ¿Ī´ÁÚ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜÊÇ½üËÆÖμĪ£

2âÊÔ DirectX xé¼þ

¿ÉÒÔÓÚËÏÏíÓëïµí³ìàÁ¬µÄ¼àÊÓÆ÷ÉÏ²âÊÔ DirectDraw 9Í Direct3D£¬ÔÚËÏÏí²²··ÐÏÊä³ðÉè±,ÉÏ²âÊÔ
DirectSound(R)£¬ÔÚËÏÏíÔðÆµ¶ÏË¿ÚËÏ²âÊÔ DirectMusic(TM);£

µ¥»÷;°²âÊÔ;±°´Á¥£¬ÔÄ¶ÁÏÔÊ¾¼µÄËÏÏíÐÁÏ£¬¼àÊÓ»ð¼àìý²âÊÔ¹ý³;£²£Ë²âÊÔ¹ý³ìÒ»Ô±ÑÓÐøÏÄÊ¥
£¬Ô±µ½³ðÏÏìáÊ¾¼ÐÁÏ£¬ÑÏÏí²âÊÔÊÇ·ñ³É¹;£ÊÇ¹û»ø´ð;°²»±£¬½«²»ÔÚ½øÐÐ²âÊÔ;£

¶ÔÓÚ

DirectMusic£¬Ô»Ðè½øÐÐ»´¼ðµ¥µÄ²âÊÔ;£ÊÇ¹ûÁÚ¶¶Ôâ¶¶ÏòðÀÖµÄÏýË²¥·Á,Ðµ½ÁÚÒâ£¬¬»ðÏßËäË»
Ã»ÓÐÏýË²¥·Áµ«ÁÚÒ²¾õµÄ¿ÉÒÔ£¬Ô»Ðèµ¥»÷;°Ë·¶;±;£

±£´æÐÁÏ£±²£²»°ü²âÊÔ½á¹û;£

È;´úĀ-ÈĪĐĐĪº

ÔÚĪµĪ³ÉĪ²×ºµĀĀ;_ōĪŌÈ¾Ēè±_µĀĪ;°ĪŌÈ¾;±Ō³ŌĐĒ-µŸ»÷;º½ŪŌĀ;±º´ĀŸĒ-½ŪŌĀ DirectDraw »ð
Direct3D Ō²¼p¼ŌÈÛĒ´Ēç¹ŪŌĐ¼ŌÈÛ¹ĀŪµĀ»ºĒ©;Ē½ŪŌĀ¼ŌÈÛŌ®ºóĒ-¼ŌÈÛ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼βºóŌĀÈ»±
Ē³Ō½ŪŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐŞ;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈÛĒ-ÇĒµŸ»÷;ºĒĒŌĀ;±º´ĀŸ;Ē

×çŌā

- ½ŪŌĀ DirectDraw ¼ŌÈÛ½ĀĪ-Ē±½ŪŌĀ Direct3D ¼ŌÈÛ;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±ā¼çð²çĪ²¼āĒĒŌĒ±¼ŪĒĒŌĐĐŞµĀĒ
çĐĀĒµĀĒĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

► Ē;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) Ōïŋİ¹κ³/₄ßÔÊĐíÓÄ»§»¹Ō-
½İŌçμÄÖðÆμóÍÉÓÆμÇýŋ⁻³İĐò;£ŌâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò²»¼æÈÝÍÊİà×İ^ºÄμÄ^ºİ[·]İ;£
Ëç¹ú;ºStill Stuck?;±ÊðĐŌŌ³Éİ³öİŌ;ºRestore;±º'Ä¥£¬Ōð;ÉŌŌμ¥»÷'Ëº'Ä¥ŌËĐĐ DirectX ^{º2}×^{º3}İĐò;£
DirectX ^{º2}×^{º3}İĐòÓĐÁ½,öº'Ä¥£¬¼'ıºRestore Audio Drivers;±ºıºRestore Display Drivers;±
ı;£μ¥»÷ÆäÖĐËİŌ»º'Ä¥ŋ¼¼½«»¹ŌŌÚİμİ³ŌĐ^{º2}×º DirectX Ê±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,öº'Ä¥
±»½úŌÄ£¬Ōð±İÄ÷Ä»ÓĐ;ÉŌŌ»¹ŌμÄÇýŋ⁻³İĐò;£Ōöμ½ŌâŌŌÇé;öË±
£¬ŌıŌëŌ²/₄p³§ÉİÄ³İμ£¬ŌŌ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX ^{º2}×^{º3}İĐò»İá¹©Ō»ı,öŌÄÓÚ½úŌÄ D3D Ó²/₄p¼ŌËÛμÄ,
'Ñ;ı;ð£¬Ō²ĐíÄúİ¹ıŸŌïŋİ¹κ³/₄ßŋŌ»º;ðŌÑİê³É'Ëİ¹/₂úŌÄ;££⁻²İ¼ú Èı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

ÓÐÁ½ÖÖ·½·"¿ÉÒÔ±f'æ DirectX Öïŋĭ¹¼ßÊÖ¼µĀÐĀĭçƒº

- µŕ»÷ĭ°±f'æËùÓÐÐĀĭç;±°'Āŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓĀ»§ËùŊĭĭ»ÖĀ°ĀĀû³ÆµĀĀ¼pĀĭ;ƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀĭª·çÉĭ°æ±¼µĀËĭ¼pĭª·çÖßƒ¬Ôð¿ÉÒÔƒº

- ÓÚĭ°Still Stuck?ĭ±Ö³Éĭƒ¬µŕ»÷ĭ°±"æĭ±ƒ¬½«³öĭĭ°'ĭó±"æÐĀĭç
ĭ±ŋŌ»°¿ò;ƒËäËËËùÓÐ±ØÖªËý³¼Yƒ¬µŕ»÷ĭ°·çÉĭ;±;ƒ½«ÓÚĀÚÊ±Ā¿Ā¼ƒ"ĀýËçƒ¬C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀĀĭª Dxinfo.txt µĀĀ±¼Ā¼pƒ¬ĭ¬É±ĭŌË³¼ŌŪ¼ÇËĀ±¼°¿ÚŌÐ;ƒ
'ËĀ¼p²»½ð°üº¬²ÉÓĀËĭËö·½·"ÊÖ¼µĀÐĀĭçƒ¬»¹°üº¬ËùËäËËµĀ,öËËÐĀĭç°ĭÆäËËÐĀĭç;ƒ

±", æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX xé¼p»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;â·çĒĪ°æ±¾¼½ððÉĪ¼p;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»°;ðμĀĒùŌðĪà¹ð²;·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;±£¬¼«Ē«ĪĀŪĒŸ,
'ŌÆμ½¼ðĪù°âŌð;£
5. ŌŪŌÊ¼p³ĪððĀĪ'½"ðĀŌÊ¼p£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ½ŌÊ¼pŌð;£°'μŪ 3 ²½Ōð¼çĪĀμĀμŌŌ·
çĒĪŌÊ¼p;£

