

μΨ»÷¡°ıÖúÖ÷İâ¡±¼´ĲÉ³öİÖ°ıÖúÖ÷İâÁĐ±ıĲ

**DirectX ÖïŒĪ¹¼ß**

Microsoft(R) DirectX(R) ÖïŒĪ¹¼ßÄµµ°üÀ°ÒÔĪÄÖ÷Īâ£°

- ¹ØÓÚ DirectX ÖïŒĪ¹¼ß
- ×¢ÔâÊÂĦ
- ²âÊÔ DirectX ×é¼þ
- Ēı´ıÄ¬ÊĪĐĪ°
- »¹ÔÇŸŒ³ĪĐò
- ±£´æĐÂĪ¢
- ±¬æĪÊĪâ

## 1ØÓÚ DirectX ŌĩŦİ1ı¼ß

DirectX(R) ŌĩŦİ1ı¼ßÓÃÓÚİðÓÃ»şİá¹©İµİ³ÖĐ Microsoft(R) DirectX ÓİÓÃ³Đð±à³İ½Ó¿Ú°İÇ¿Ŧİ³İĐòµÃĐÃİ¢  
£¬²¢ÃŬ¹»²âÊÔÊùÒð°İİ¼ĐİÊä³öİ£İ¬Ê±»¹¿ÉÒÔÓÃÓÚ½ûÓÃÃ³Đ©Ó²¼p¼ÓÊŬİÃŬİ£

¿ÉÔÔÊ¹ÓÃ´Ê¹ı¼ßÊÔ¼¬ĐÃİ¢£¬ÔÔ±ãÔÚ²İ´ðÖ§³Ŭµç»°Ê±İá¹©,øİà¹Ø¼¼ÊðÊÊÔ±£¬»¹¿ÉÔÔ±£  
´æÊ¹ÓÃ,Ã¹ı¼ßÊÔ¼¬µ½µÃĐÃİ¢²¢½«ÆäŬ³İùµ½µç×ÓÓÊ¼pÖĐİ£

ĐÃİ¢·ŬŦİàÒ³İÔÊ¾İ£Ê¹ÓÃÒÔİÃÃ³ŬŬ·½·¬¿ÉÔÔ·Ò³£°

- µŸ»÷²»İ¬µÃŦİİŦ¿İİ£
- µŸ»÷İ°İÃÔ»Ô³İ±°´ÃŸİ£
- µ±ÊäÊË½²¹µä¼¬ÖĐÔÚÃ³,öŦİİŦ¿İ·ÉİÊ±£¬°İð×ó¼Ÿİ·¼ü»ðİòÓÔ¼Ÿİ·¼üİ£

## ×«Òâ

- İÔ¿İ¬ÃŬ´æ´óĐİŬ®ÀàµÃĐÃİ¢¿ÉÃŬÊÇ½üÊÆŬµİ£

×«ÒàÊĀî

Èç¹ûÔÊÐÐ DirectX Ó'ÓĀ³İÐðÊ±³õİÔİÊİâ£¬DirectX ŌiŲİ¹ı³¼ßçÉÒÔ°ıÖúĀúÔÒ³ö²úÉúİÊİâµĀ,ùÔ´;£İĀĀæÊÇÒ»Ð©ÐèÒª×«ÒâµĀİÊİâ£°

- **DirectX ×é¼p°æ±¾´ıİó;£ÔÚ;**°DirectX İĀ¼p;±Ò³µĀı°×«Òâ;±²ç·Ö£¬²éÔÒ¹ØÓÚ Beta İĀ¼p°İµ÷ÊÔİĀ¼pµĀ¾¬,æ;£Beta İĀ¼pÊÇÔçÆÚ²âÊÔ°æ±¾£¬Çè²»ÒªÔêİÓĀ³İÐðÒ»Æð²×°;£µ÷ÊÔ°æ±¾Ò»°ăÓĀÓÚ³İÐðçª·«£¬²»Òªİ×İÔÖ²úÆ·Ô»İ¬²×°£¬¬ñÔð£¬½«´ó´ó½µµİÓ'ÓĀ³İÐðµĀÔÊÐÐÊÛŲİ££¬Ê¹ÆăÔŲÔŲµİÓÚÔÚ×é¼pĀăÊÛ°æİĀµĀÔÊÐÐÊÛŲİ££
- **İ´¾Ê·ÊİµĀÇýŲ³İÐð;£ÔÚ;**°DirectX ÇýŲŲ³İÐð;±Ò³µĀİĀ¼pĀÐ±İÖÐ£¬²éÔÒ±ê¼Çİªİ´¾Ê·ÊİµĀÇýŲŲ³İÐð;£ÆăÊÛİÊİâ»ăİÔÊ¾ÔÚ;°İÔÊ¾;±ıçı°ÉùÔð;±°İı°ÊăÊë;±Ò³µĀı°×«Òâ;±²ç·Ö;£İ´¾Ê·ÊİµĀÇýŲŲ³İÐðÊÐİ´ÓÉ Microsoft Óë×İÐĀ°æ±¾µĀ DirectX ½ðÐÐİêÊ«¼æÊŸÐÔ²âÊÔı£
- **Ê±ÊÛÔ²¼p¼ÓÊÛ;£Êç¹ûĀ»**ÓÐ DirectDraw(R) »ð Direct3D(R) Ô²¼p¼ÓÊÛ£¬ÓÐÐ©³İÐðÔÊÐÐÊÛŲİÊÛÛĀý£¬ÊðŌĀİp··ÔÊÐÐ;£ÔÚ;°İÔÊ¾;±Ò³µĀı°DirectX ¹ĀÛı±£¬²éç´ DirectDraw »ð Direct3D Êç·ñ±»±ê¼Çİªı²»ĀÛ¼ÓÊÛ;±ı£ÊÊç¹û±»±ê¼Çİªı²»ĀÛ¼ÓÊÛ;±£¬Çèç¼ĀÇÓ²¼pÊý¼Ųı£
- **Êè±,İ´Ā¬½Ô;£Êç¹ûÓİİ·,Ê»ðÆăÊÛÊăÊëÊè±,Ā»**ÓÐİİÓ'£¬çÉĀÛÊÇÒðİª²×²»»ÖýÊ·;£ÇèÊ·Êİ DirectX ŌiŲİ¹ı³¼ßµĀı°ÊăÊë;±Ò³ÖÐÊç·ñŌŊ°ü¬,ĀÊè±;£ÊÇ¹û²»°ü¬£¬Çèİ´ıç;çØŌÆĀæª;±İı¼Ó,ĀÊè±;£

²âÊÔ DirectX ×é¼p

¿ÉÔÔÔÚÊÎ°Œİµİ³İàÁ¬µÄ¼àÊÔÆ÷Éİ²âÊÔ DirectDraw °Í Direct3D£¬ÔÚÊÎ°¬ĐİÊä³öÉè±,Éİ²âÊÔ DirectSound(R)  
£¬ÔÚÊÎ°ŒŒµ¶İÊ¿ÚÊİ²âÊÔ DirectMusic(TM);£

µ¥»÷ı²âÊÔı±´ Å¥£¬ÔÄ¶İİÔÊ¾µÄÊÎ°İĐÄİ££¬¼àÊÔ»ò¼àİý²âÊÔıý³İı£²£ÈÄ²âÊÔıý³İÔ»Ö±ŒÓĐøİÄÈ¥  
£¬Ô±µ¼²öİŒİáÊ¾ĐÄİ££¬Œ¬İÊ²âÊÔÊÇ·ŋ³Éıı;£ÈÇıû»Ø´ðı²»»ı±£¬½«²»ÔŪ½øĐĐ²âÊÔı£

¶ÔÓÚ

DirectMusic£¬Ö»Đè½øĐĐÔ»´İ¼òµ¥µÄ²âÊÔı£ÈÇıûÄú¶İÔŒâ¶İŒòòÀŒµÄŒýÈ·²¥·Ä,Đµ½ÄúÔâ£¬»òŒÈäÈ»Ä»ÓĐŒŸÈ·²¥·Ä  
µ«ÄúÒ²¾òµÄ¿ÉÔÔ£¬Ö»Đèµ¥»÷ı²È·¶¬ı±;£

±£´æĐÄİ££±²£²»°ü²âÊÔ½áıû;£

## È¿úĀ-ÈĪĐĐĪ°

ÔÚĪμĪ³ĒĪ°²×°μĀĀ¿,öĪÔĒ¾Ēē±,μĀĪ°ĪÔĒ¾Ī±Ô³ÔĐĒ¬μŸ»÷Ī°½ûÔĀĪ±°ĀŸĒ¬½ûÔĀ DirectDraw »ò Direct3D  
Ó²¼p¼ÓĒÛĒ¬ĒÇ¹ûÓĐ¼ÓĒÛ¹ĀÛμĀ»°Ē©ĪĒ½ûÔĀ¼ÓĒÛÔ®°óĒ¬¼ÓĒÛ¹ĀÛÔÚ¹Ø±Õ DirectX ÔĪĪ¹¼¾°óÔĀÈ»±  
Ē³Ô½ûÔĀĒ¬ÇÔĪÔĒĪ°ĪÔĪÔĀ³ĪĐðĪ¼ĪĪĐĐ§ĪĒÔ°ÔĐĀĀÆóÔĀÓ²¼p¼ÓĒÛĒ¬ÇēμŸ»÷Ī°ÆóÔĀĪ±°ĀŸĪĒ

## ×ĈÔâ

- ½ûÔĀ DirectDraw ¼ÓĒÛ½«Ī¬Ē±½ûÔĀ Direct3D ¼ÓĒÛĪĒ

Ô²¿ĒÔÔĒÈĪ¿úÔĒ DirectDraw

È«ÆĀÓĪÔĀ³ĪĐðĒēòÔĀμĀ¼āĒĒÓÆ÷ĒĈĐĀÆμĀĒĒ;ĒÔ»ÔĐÔÚĀ³Đ©ÓĪÔĀ³ĪĐð³òĪÔĪÔĒ¾ĪĒĪāĒ¬²ĈĀÛĒÈ·ĒĪ,ĀÓĪÔĀ³ĪĐðĒēòÔĀ  
ĀĒĪĪĐĐ§μĀĒĒĈĐĀÆμĀĒĒĒ±Ē¬²Ā¿ĒÔÔ²ĒÓĀĒĒĒĪ~ēĒ©ĪĒ

## ► ĒēÖĀĒÈĪ¿úĒĈĐĀÆμĀĒĒ°

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬¬μŸ»÷Ī°OverrideĪ±°ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±ĪÔ»°¿òĒ¬ŒĪÔñ±à¼¿ò²ĈĪ¹¼āĒĒÓÆ÷¼üĒēÔĐĐ§μĀĒĒĈĐĀÆμĀĒĒ;ĒĒĒĒ±  
Ē¬ĪĪ°Override ValueĪ±ŒĪĪĪ°ĀŸ½«±»×ÔĪ¬ŒĪÔĐĪĒ
3. μŸ»÷Ī°Ē·ĪĪĪ±ĪĒ

## ► ĒĪĪûĒÈĪ¿úĒĈĐĀÆμĀĒĒĒ¬²ĈÔĒĐĪ DirectDraw ÓĪÔĀ³ĪĐð×ÔĐĐĒēòÔĀĒĒĈĐĀÆμĀĒĒ°

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬¬μŸ»÷Ī°OverrideĪ±°ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±ĪÔ»°¿òĒ¬ŒĪÔñĪ°Ā¬ĒĒÔμĪ±ŒĪĪĪ°ĀŸĪĒ
3. μŸ»÷Ī°Ē·ĪĪĪ±ĪĒ

»¹ÔÇý¶³ÌÐð

ÔÚÓÐÐ©ÄäÖÃÎÄ£¬DirectX(R) Öï¶¶¹±¾ßÔÊÐíÓÃ»§»¹Ô-

½ÏÔçµÄÒðÆµ°ÍÊÓÆµÇý¶³ÌÐð;£ÖâÒ²ÐíÊÇ½â¾öÇý¶³ÌÐð²»¼æÈÝÊÎâ×¹°ÃµÄ°ì··;£

Èç¹û;°Still Stuck?;±ÊðÐÔÒ³ÊÏöÏÖ;°Restore;±°´Ã¥£¬Ôð¿ÊÒÖµ¥»÷´Ê°´Ã¥ÔÊÐÐ DirectX °²×³ÌÐð;£

DirectX °²×³ÌÐðÓÐÄ½¿,ö°´Ã¥£¬¼´;°Restore Audio Drivers;±°Í;°Restore Display Drivers;±;£µ¥»÷ÆäÔÐÊÊÔ°°

´Ã¥¶¼½«»¹ÔÔÛÏµÏ³ÖÐ²×° DirectX Ê±±»»ìæ»»µÄÇý¶³ÌÐð;£ÈÇ¹ûÃ³,ö°´Ã¥±»½ûÓÃ£¬Ôð±íÃ÷Ã»ÓÐ¿ÊÒÖ»¹Ô-

µÄÇý¶³ÌÐð;£Óðµ½ÖâÖÇ¿é¿öÊ±£¬Ó¹Ó«Ó²¼þ³§ÊÎÄ¹Ïµ£¬ÒÔ»ñÊ;×ÐÂµÄÇý¶³ÌÐð;£

DirectX °²×³ÌÐð»¹á¹©Ò»,ðÓÃÓÚ½ûÓÃ D3D Ó²¼þ¼ÓÊÙµÄ, Ñì¿ð£¬Ò²ÐíÃúí¹ýÖï¶¶¹±¾ß¶Ô°¿ðÒÑíê³Ê´ÊÏ½ûÓÃ;£

£¬²Ï¼û È;´úÄ¬ÈÊÐÐ¹;£££©

±£´æÐÃĬ

ÓÐÁ½ÖÖ·½·¨·ĴÉÒÔ±£´æ DirectX ÖřŲĬ¹¼ßÊÖ¼¯μÄÐÃĬ£°

▪ μŲ»÷ĵ°±£´æËùÓÐÐÃĬ£ĵ±°´ÁŲĵ£ËùÓÐÒ³μÄÐÃĬ£Ų¼½«±£´æμ½ÓÃ»§ËùŊĵĬ»ÖÃ°ĬÃû³ÆμÄĬ¼þÀĭĵ

ŲÔÓÚÊ¹ÓÃ´Ê¹¼ßμÄĴ·£ÉĬ°æ±¼μÄÊĭ¼þĴ·£Öß£-ÔòĴÉÒÔ£°

▪ ÔÚĵ°Still Stuck?ĵ±Ò³ÉĬ£-μŲ»÷ĵ°±¨,æĵ±£-½«³öĬÖĵ°´Ĭó±¨,æÐÃĬ£ĵ±ŲÔ»°Ĵòĵ£ÊäÊëËùÓÐ±ØÒ°Êŷ¼Ŷ£-μŲ»»÷ĵ°·£ËĬĵĵ£½«ÔÚÁÙÊ±ÃĴÂ¼£¨ÁŷËÇ£-C:\Windows\Temp£©ÖÐ´½¨Ö»,öÃûĦ Dxinfo.txt μÄĬ±¼Ĭ¼þ£-Ĭ-Ê±ĬÖÊ¼ÔÚ¼ÇÊÃ±¼´°ĴÜÖÐĵ£ÊĬ¼þ³»½ö°ü°-²ÉÓÃÉĬÊö·½·¨ÊÖ¼¯μÄÐÃĬ££-»¹°ü°-ËùÊäÊëμÄ,öËËÐÃĬ£°ĬÆäËËÐÃĬ£ĵ



Èç¹àÈ·È½³àÌÖµÀÊËêâÓë DirectX ×é¼þ»ðÇ¿¥¶³ÍÐòÐÐ¹Ø£ÇëÖë Microsoft ¼¼¼èðø§³ÔÃªÎµ±²î¼û Microsoft(R) Windows(R) °ìÖüµÄöÊÃñ²¿äð£¶£¶ÖÖÜÊ¹ÔÃ, ÄÕï¶¶¹±¾µµÄç²·£Éê±æ±¼½øÐÐÈ¼þç²·£µÄÈÈÖ± £¬¿ÖÖÖ¹ýµç×óÖÊ¼þ±²·æÊËê;£

▪ ˆËËµÃ÷½öÊÊÓÃÓÚˆË¹¾¼ßµÄ;ª.¢Ê¹°æ±¾;£²¢²»ÊÊÓÃÓÚËùÓÐÓÃ»§;£

1. ÔÚ¿°Still Stuck?¿±ò³ÖÐμ¥»÷¿°±“,æ¿±¿£  
2. ÎÐ´¿°í6±“,æÐÃ¿¿±¶¶Ô»°¿òðÃËùÔÐÃà¹Ø¿·Ö£-È»°óμ¥»÷¿°·£Ë¿¿±¿£  
3. ½«³ðÏÖÖ»¿ð¿û¿££-¿,ø³ðËù  
´½“μÃÃÃ±¾ÃÃ¿μÃÃ£ËÖùÃ·¾¶¶ÔÔ¼°μ¿×ÓÓÊ¼¿μ¿ØÖ¿·£¿Ë¼¿¿Ã¿μ¿×ÓÓÊ¼¿μ¿ØÖ¿·£μ¥»÷¿°Ë·¶¿¿±¿£Ëæ°ó£-Dxinfo.txt  
ÃÃ¼¿¿½«¿¿¿¼¿¿ÊÃ±¾¿¿±¿ò¿¿¿£  
4. ´¿°¼¿¿ÊÃ±¾¿¿±μÃ¿°±à¼¿±²Ëμ¥£-Ñ¿Ôñ¿°Ë«Ñ¿¿±£-È»°òÑ¿Ôñ¿,´ÖÆ¿±£-½«Ë«¿¿¿¿ÜËÝ,´ÖÆμ½¼¿ð¿ù°ãÖÐ¿£  
5. ÔÚÔÊ¼¿¿¿¿¿ð¿À¿´½“ÐÃÓÊ¼¿££-¿¿½«¿¿ð¿ù°¿μÃÃÜËÝÖ³¿¿¿¼¿ÓÊ¼¿¿ÖÐ¿£¿°μ¿ 3 ¼¿ÖÐ¼¿¿¿¿¿¿¿¿¿··£Ë¿ÓÊ¼¿¿¿£

