

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 ×é¼⁄⁴p
- É;´úÄ-ÉiÐÐi²
- »¹Öçŋŋi¹³⁄⁴|Ðò
- ±f´æÐÁiç
- ±¨æiÉiâ

1ØÓÚ DirectX ÖïŋĪ¹κ¾β

DirectX(R) ÖïŋĪ¹κ¾βÓÃÓÚĪðÓÃ»§Īá¹©ĪμĪ³ÖÐ Microsoft(R) DirectX ÓĪÓÃ³ĪÐð±à³Ī½Ó¿ÚᵠÍÇÝŋĪ³ĪÐðμÃÐÃĪç
£¬²çÄÜ¹»²âÊÔÉùððᵠĪ¼ÐĪÊä³ö;£Ī¬Ê±»¹¿ÉÒÓÃÓÚ½ûÓÃ³Ð©Ó²¼p¼4ÓËÜ¹ĪÄÜ;£

¿ÉÒÔÊ¹ÓÃ´Ê¹κ¾βÊÔ¼⁻ÐÃĪç£¬ÒÔ±ãÔÚĪ´ðÖ§³Öμç»°Ê±Īá¹©, ØĪà¹Ø¼¼ÊðÊËÔ±£¬»¹¿ÉÒÔ±£
´æÊ¹ÓÃ, Ā¹κ¾βÊÔ¼⁻μ½μÃÐÃĪç²ç½«ÆäÔ³Īùμ½μç×ÓÓÊ¼pÖÐ;£

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

- μ¥»÷²»Ī¬μÃŊĪĪ¿´Ī;£
- μ¥»÷Ī°ĪÃÓ»Ô³;±°´Ã¥;£
- μ±ÊäÊë½¹μä¼⁻ÖÐÓÚÃ³, öŊĪĪ¿´ÊĪÊ±£¬¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓ¼ýĪ·¼ü;£

×çÔâ

- ĪÔ¿´ÄÜ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜÊÇ½üËÆÖμ;£

2âÊÔ DirectX xé¼þ

¿ÉÒÔÓÚËÏÏíÓëïµí³ìÀ-µÄ¼àÊÓÆ÷ÉÏ²âÊÔ DirectDraw ²Í Direct3D£-ÔÚËÏ²²"ÐÏÊä³ðÉè±,ÉÏ²âÊÔ
DirectSound(R)£-ÔÚËÏÏíÔðÆµ¶Ë¿ÚËÏ²âÊÔ DirectMusic(TM)¡£

µ¥»÷¡°²âÊÔ¡±°´Á¥£-ÔÄ¶ÁÏÔÊ¾¼µÄËÏÏíÐÁÏ££-¼àÊÓ»ð¼àìý²âÊÔ¹ý³¡¡£²£Ë²âÊÔ¹ý³¡Ô»Ô±ÑÓÐøÏÄÊ¥
£-Ô±µ½³ðÏÏìáÊ¾¼ÐÁÏ££-ÑÏÏíÊ²âÊÔÊÇ·ñ³É¹¡¡£ÊÇ¹ú»ø´ð¡°²»¡±±£-½«²»ÔÚ½øÐ²âÊÔ¡£

¶ÔÓÓ

DirectMusic£-Ô»Ðè½øÐÐÔ»´Í¼ðµ¥µÄ²âÊÔ¡£ÊÇ¹úÄÚ¶¶ÔÖâ¶¶ÔðÀÖµÄÏýË²¥·Á,Ðµ½ÁúÒâ£-»ðÕßËäË»
Ã»ÓÐÏýË²¥·Áµ«ÄúÒ²¾õµÄ¿ÉÒÔ£-Ô»Ðèµ¥»÷¡°Ë·¶¶¡±¡£

±£´æÐÁÏ£±²£²»°ü²-²âÊÔ½á¹ú¡£

È;´úĀ-ÈĪĐĐĪº

ÓÚĪμĪÉÍº²×ºμĀĀ;_ōĪŌÉ¾Ē±_μĀ;_ōĪŌÉ¾;±Ō³ŌĐĒ-μ¥»÷;º½ŭŌĀ;±º´Ā¥Ē-½ŭŌĀ DirectDraw »ð
Direct3D Ó²¼p¼ŌĒŪĒ´Ēç¹ŭŌĐ¼ŌĒŪ¹ĀŪμĀ»ºĒ©;Ē½ŭŌĀ¼ŌĒŪŌ®ºóĒ-¼ŌĒŪ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ġĪ¹¼βºóŌĀĒ»±
Ē³Ō½ŭŌĀĒ-ÇŌġŌĒĪŌ;ŌĀ³ĪĐðġ¼ĪĪĐ§;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌĒŪĒ-ÇĒμ¥»÷;ºĒĒŌĀ;±º´Ā¥;Ē

×çŌā

- ½ŭŌĀ DirectDraw ¼ŌĒŪ¹ĀĪ-Ē±½ŭŌĀ Direct3D ¼ŌĒŪ;Ē

Ō²;ĒŌŌĒ;´úŌÉ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒĒŌĀμĀ¼āĒŌĒ±Ē
çĐĀĒμĀĒ;ĒŌ»ŌĐŌŪĀ³ĐŌŌ;ŌĀ³ĪĐð³ŌĪŌĒÉ¾ĪĒĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒĒŌĀĒĪĪĐ§μĀĒ
çĐĀĒμĀĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒĒŌĀĒ;´úĒçĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μ¥»÷;ºOverride;±º´Ā¥;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ġŌ»º;çðĒ-Ŋ;Ōñ±à¼çð²çĪ¹¼āĒĒŌĒ±¼ŭĒĒŌĐĐ§μĀĒ
çĐĀĒμĀĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ŋ;Īº´Ā¥½«±»×ŌġŊ;ŌĐ;Ē
3. μ¥»÷;ºĒ·ġ;±;Ē

► Ē;ĪŭĒ;´úĒçĐĀĒμĀĒĒ-²çŌĒĒĪ DirectDraw Ō;ŌĀ³ĪĐð×ŌĐĐĒĒŌĀĒ çĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μ¥»÷;ºOverride;±º´Ā¥;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ġŌ»º;çðĒ-Ŋ;Ōñ;ºĀ-ĒĪŌμ;±Ŋ;Īº´Ā¥;Ē
3. μ¥»÷;ºĒ·ġ;±;Ē

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Öïŋİ¹κ³/₄ßÔÊĐíÓÄ»§»¹Ö-
½İÖçμÄÖðÆμóÍÉÓÆμÇýŋ⁻³İĐò;£ÖâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò²»¼æÈÝÍÊlà×îºÄμÄ°ì.``;£
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£¬Ö²ĐíÄúí⁻¹ýÖïŋİ¹κ³/₄ßŋÖ»°;ðÖÑÍê³É'Ëİ¹/₂úÓÄ;££⁻²İ¼ú Ë;ı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

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

- µŕ»÷jº±f'æËùÓÐÐĀĭç;±º'Āŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓĀ»§ËùŊĭĭ»ÖĀºĀû³ÆµĀĀ¼pĀĭ;ƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀĭº·çÉĭºæ±¼µĀËĭ¼pĭº·çÖßƒ→Ôð¿ÉÒÔƒº

- ÓÚjºStill Stuck?;±Ö³Éĭƒ→µŕ»÷jº±"æ;±ƒ→½«³öĭjº'ĭó±"æÐĀĭç
- j±ŋŌ»º¿ò;ƒËäËËËùÓÐ±ØÖºËý¼Yƒ→µŕ»÷jº·çÉĭ;±jƒ½«ÓÚÁÚÊ±Ā¿Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ
- '½"Ö»öĀûº Dxinfo.txt µĀĀ±¼Ā¼pƒ→ĭ→Ë±ĭÖË¼ÓÚ¼ÇËĀ±¼º¿ÚÖÐ;ƒ
- 'ËĀ¼p²»½ººüº→²ÉÓĀËĭËº·½·"ËÖ¼~µĀÐĀĭçƒ→»¹ºüº→ËùËäËËµĀ,öËËÐĀĭçºĭÆäËËÐĀĭç;ƒ

±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÖë DirectX ×é¼þ»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£ĪĪ¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼¼βμĀ;â·çĒĪ°æ±¾¼½ØÐÉĪ¼þ;â·
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼þ±",æîÊĪâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼¼βμĀ;â·çĒĪ°æ±¾¼;£²ç²»ĒĒŌĀŌŪĒùŌÐŌĀ»§;£

► ĪĪ¹ýμç×ŌŌÊ¼þ±",æîÊĪâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌÐμ¥»÷;°±",æ;±;£
2. ĪĪ'Ī;°'ĪŌ±",æÐĀĪç;±ŋŌ»°;ðμĀĒùŌÐĪà¹Ø²;·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒù
'½"μĀĪĀ±¾¼¼βμĀĪéŌŪĀ·¾ŋŌŌ¼¼°μç×ŌŌÊ¼þμØŌ;£çĒ¼çĪĀμç×ŌŌÊ¼þμØŌ;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼þ½«±»°¼çĒĀ±¾¼;±'ð;â;£
4. 'Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°, 'ŌÆ;±£¬¼«Ē«ĪĀŪĒŸ,
'ŌÆμ¼¼ðĪù°âŌÐ;£
5. ŌŪŌÊ¼þ³ĪððĀĪ'½"ÐĀŌÊ¼þ£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ¼ŌÊ¼þðĪ;£°'μŪ 3 ²½ŌÐ¼çĪĀμĀμØŌ·
çĒĪŌÊ¼þ;£

