

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







**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  
ŌĪĪĪ¹¼βºóŌĀÈ»±  
Ē³Ō½ŪŌĀĒ-ÇŌĪŌÈĪŸĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐŞ;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈÛĒ-ÇĒµŸ»÷;ºĒĒŌĀĀ;±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;±ŪĪĪº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

**► ĒĪŪÈ;´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;±ŪĪĪº´ĀŸ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

»¹ÔÇýŋŋ³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Ōİŋŋ¹¼¼ßÔÊĐÍÓÄ»§»¹Ô-  
½İŌçµÄÖðÆµŋÍÊÓÆµÇýŋŋ³İĐò;£ŌâÒ²ĐÍÊÇ½â¾¼ôÇýŋŋ³İĐò²»¼æÈÝÍÊİà×İºÄµÄºİ·İ;£  
Ëç¹û;ºStill Stuck?;±ÊðĐŌŌ³Êİ³öİŌ;ºRestore;±º'Ä¥£¬Ōð;ÉŌŌµ¥»÷'Ëº'Ä¥ŌËĐĐ DirectX º²×º³İĐò;£  
DirectX º²×º³İĐòÓĐÁ½,öº'Ä¥£¬¼¼'İºRestore Audio Drivers;±ŋİºRestore Display Drivers;±  
İ;£µ¥»÷ÆäÖĐËİŌ»º'Ä¥ŋ¼¼½«»¹ŌŌÚİµİ³ŌĐº²×º DirectX Ê±±»İæ»»µÄÇýŋŋ³İĐò;£Ëç¹ûÄ³,öº'Ä¥  
±»½ûŌÄ£¬Ōð±İÄ÷Ä»ŌĐ;ÉŌŌ»¹ŌµÄÇýŋŋ³İĐò;£Ōöµ½ŌâŌŌÇé;öË±  
£¬Ō;ŌËŌ²¼p³§ÊİÄ³İµ£¬ŌŌ»ñË;×İĐÄµÄÇýŋŋ³İĐò;£  
DirectX º²×º³İĐò»İá¹©Ō» ,öŌÄŌÚ½ûŌÄ D3D Ó²¼p¼¼ŌËÛµÄ,  
'Ŋ;İ;ð£¬Ō²ĐÍÄÚİ¹ÿŌİŋŋ¹¼¼ßŋŋŌ»º;ðŌŊİê³É'Ëİ½ûŌÄ;££'²İ¼û È;İ'úÄ¬ËİĐĐİ;££©

**±f'æÐĀĭç**

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

- µŸ»÷j°±f'æËùÓÐÐĀĭç;±°'ÁŸjƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓÁ»§ËùŊjĭ»ÖĀ°ĪĀû³ÆµĀĪĀ¼pĀĭjƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀzª·çÉĭ°æ±¼µĀËĭ¼pzª·çÖßƒ¬Ôð¿ÉÒÔƒº

- ÓÚj°Still Stuck?j±Ö³Éĭƒ¬µŸ»÷j°±"æj±ƒ¬½«³öĪj°'ĭó±"æÐĀĭç  
j±ŋŌ»°¿òjƒËäËËËùÓÐ±ØÖªËý³¼Yƒ¬µŸ»÷j°·çÉĭj±jƒ½«ÓÚÁÚÊ±Ā¿Ā¼ƒ"ÁýËçƒ¬C:\Windows\Tempƒ©ÖÐ  
'½"Ö»öĀúª Dxinfo.txt µĀĪĀ±¼ĪĀ¼pƒ¬ĭ¬É±ĪÖË¼ÓÚ¼ÇËĀ±¼'¿¿ÚÖÐjƒ  
'ËĪ¼p²»½ð°üº¬²ÉÓĀËĭËö·½·"ÊÖ¼µĀÐĀĭçƒ¬»¹°üº¬ËùËäËËµĀ,öËËÐĀĭç°ĪÆäËËÐĀĭçjƒ

## ±", æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX ×é¼p»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀāĪμ£Ī²Ī¼û  
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀÑ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;ā·çĒĪ°æ±¾¼½ððÉĪ¼p;ā·  
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼p±", æîÊîâ;£

## ×çŌâ

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

## ► ĪĪ¹ýμç×ŌŌÊ¼p±", æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³Ōðμ¥»÷;°±", æ;±;£
2. ĪĪð';°'ĪĪó±", 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;ā;£
4. 'Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ñ;Ōñ;°Ē«Ñ;±£¬Ē»°óÑ;Ōñ;°, 'ŌÆ;±£¬½«Ē«Ē;ĀŪĒŸ,  
'ŌÆμ½¼ðĪù°āŌð;£
5. ŌŪŌÊ¼p³ĪððĀĪ'½"ðĀŌÊ¼p£¬¬²ç½«¼ðĪù°āμĀĀŪĒŸŌ³Īùμ½ŌÊ¼pŌð;£°'μŪ 3 ²½Ōð¼çĪĀμĀμŌŌ·  
çĒĪŌÊ¼p;£

