

μ¥»+;°ïÖúÖ÷là;±¼´¿É³öïÖ°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

È;´úĀ-ÈĪĐĐĪº

ÔÚĪμĪÉĪº×ºμĀĀ;_ōĪŌÈ¾Ēè±_μĀ;_ōĪŌÈ¾;±Ō³ŌĐĒ-μ¥»÷;º½ŭŌĀ;±º´Ā¥Ē-½ŭŌĀ DirectDraw »ð
Direct3D Ō²¼p¼ŌÈŪĒ´Ēç¹ŭŌĐ¼ŌÈŪ¹ĀŪμĀ»ºĒ©;Ē½ŭŌĀ¼ŌÈŪŌ®ºóĒ-¼ŌÈŪ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼βºóŌĀĒ»±
Ē³Ō½ŭŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐ§;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈŪĒ-ÇĒμ¥»÷;ºĒĒŌĀ;±º´Ā¥;Ē

×çŌā

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

Ō²;ĒŌŌÈ;´úŌĒ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒèŌĀμĀ¼āĒŌĒ±Ē
çĐĀĒμĀĒ;ĒŌ»ŌĐŌŪĀ³Đ©Ō;ŌĀ³ĪĐð³ŌĪŌÈ¾¼ĪĪĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒèŌĀĀĒĪĪĐ§μĀĒ
çĐĀĒμĀĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒèŌĀÈ;´úĒçĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μ¥»÷;ºOverride;±º´Ā¥;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ī;Ōñ±à¼çð²çĪ¼āĒĒŌĒ±¼ŭĒĒŌĐĐ§μĀĒ
çĐĀĒμĀĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ī;Īº´Ā¥½«±»×ŌĪ-Ī;ŌĐ;Ē
3. μ¥»÷;ºĒ·Ī;±;Ē

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

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

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Ōiŋŋ¹α³/₄ßŌÊĐíŌÄ»§»¹Ō-
½İŌçμÄÖðÆμóÍÉŌÆμÇýŋ⁻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}İĐòŌĐÁ½,öº'Ä¥£¬¼¼'İºRestore Audio Drivers;±ºÍ;ºRestore Display Drivers;±
İ£μ¥»÷ÆäÖĐËİŌ»º'Ä¥ŋ¹/₄½«»¹ŌŌÚİμİ³ŌĐ^{º2}×º DirectX Ê±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,öº'Ä¥
±»½úŌÄ£¬Ōð±İÄ÷Ä»ŌĐ;ÉŌŌ»¹ŌμÄÇýŋ⁻³İĐò;£Ōöμ½ŌâŌŌÇé;öË±
£¬Ō;ŌëŌ²/₄p³§ÉİÄ³İμ£¬ŌŌ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX ^{º2}×^{º3}İĐò»İá¹©Ō»_ıöŌÄŌÚ½úŌÄ D3D Ō²/₄p¹/₄ŌËÛμÄ_ı
'Ŋ;ıð£¬Ō²ĐíÄúİ¹ýŌiŋŋ¹α³/₄ßŋŌ»º;ðŌŊİê³É'Ëİ¹/₂úŌÄ;££²İ¹/₄ú È;ı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

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

- µŷ»÷j°±f'æËùÓÐÐĀĭç;±°'ÁŷjƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓÁ»§ËùŊjĭ»ÖĀ°ĪĀû³ÆµĀĪĀ¼pĀĭjƒ

ŋŌÓÚÊ¹ÓĀ'Ë¹¼ßµĀĭç·çÉĭ°æ±¼µĀËĭ¼pĭç·çÖßƒ→Ôð¿ÉÒÔƒº

- ÓÚj°Still Stuck?j±Ö³Éĭƒ→µŷ»÷j°±"æj±ƒ→½«³öĪj°'ĭó±"æÐĀĭç
j±ŋŌ»°¿òjƒËäËËËùÓÐ±ØÖ³Ëý³¼Ÿƒ→µŷ»÷j°·çÉĭj±jƒ½«ÓÚÁÚË±Ā¿Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀúª Dxinfo.txt µĀĪĀ±¼ĪĀ¼pƒ→ĭ→Ë±ĪÖË³¼ÓÚ¼ÇËĀ±¼°¿ÚÖÐjƒ
'ËĪ¼p²»½ð°üº→²ÉÓĀËĭËö·½·"ËÖ¼µĀÐĀĭçƒ→»¹°üº→ËùËäËËµĀ,öËËÐĀĭç°ĪÆäËËÐĀĭçjƒ

±", æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμÄĪÊĪâÖë DirectX ×é¼þ»ðçýŋĪ³ĪððÓĐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖÄĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμÄÖÉĀÑ½â´ð£©;£ŋŌÖÚÊ¹ÓĀ,ĀŌĪŋĪ¹¼¼βμÄ¿·çĒ°æ±¾¼½ØĐÉĪ¼þ¿·
çμÄÊËÖ±£¬¿ÉŌŌĪĪ¹ýμç×ÓÓÊ¼þ±", æîÊîâ;£

×çÒâ

- 'ÈÈμÄ÷½ðÈÊÖĀÓÚ' È¹¼¼βμÄ¿·çĒ°æ±¾¼;£²ç²»ÈÊÖĀÓÚËùÓĐÓĀ»§;£

► ĪĪ¹ýμç×ÓÓÊ¼þ±", æîÊîâ£°

1. ŌÚ;°Still Stuck?;±Ö³ŌĐμ¥»÷;°±", æ;±;£
2. ĪĪĐ';°'ĪĪó±", æĐĀĪç;±ŋŌ»°¿ðμÄËùŌĐĪà¹Ø²¿·Ō£¬È»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðËù
'½"μÄĪĀ±¾¼¼βμÄĪéŌŪĀ·¾ŋŌŌ¼¼°μç×ÓÓÊ¼þμØŌ·;£çĒ¼çĪĀμç×ÓÓÊ¼þμØŌ·;£μ¥»÷;°È·ŋĪ;±
;£Ëæ°ó£¬¬Dxinfo.txt ĪĪ¼þ½«±»°¼çĒĀ±¾¼;±'ð¿;£
4. 'Ó;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Èμ¥£¬Ñ;Ōñ;°È«Ñ;±£¬È»°óÑ;Ōñ;°, 'ŌÆ;±£¬½«È«¿¿ĪĀÚËÿ,
'ŌÆμ½¼ðĪù°âŌĐ;£
5. ŌÚÓÊ¼þ³ĪĐðĀĪ'½"ĐĀÓÊ¼þ£¬¬²ç½«¼ðĪù°âμÄĀÚËÿŌ³Īùμ½ÓÊ¼þÖĐ;£°'μÚ 3 ²½ŌĐ¼çĪĀμĀμØŌ·
çĒĪÓÊ¼þ;£

