

μ¥»÷¡°°ŸÖúÖ÷lâ¡±¼´¿É³ôŸÖ°ŸÖúÖ÷lâÁÐ±í¡£

DirectX Õïŋŋĩ¹¤¾ß

Microsoft(R) DirectX(R) Õïŋŋĩ¹¤¾ßÎÄµµºüÀ¨ÒÔÎÄÖ÷Îâ£º

- ¹ØÓÚ DirectX Õïŋŋĩ¹¤¾ß
- ×ŧÔâÊÂŋ
- ²âÊÔ DirectX ×é¼þ
- Êŋ´úA-ÊÎÐÐÎª
- »¹ÔÇÝŋ³ÎÐò
- ±Ê´æÐÂÎŧ
- ±¨æÎÊÎâ

100% DirectX 11.3

[illegible]

¿ÉÒÔÊ¹ÓÃ'Ê¹¤¾ßÊÕ¹/₄⁻ÐÃİ££¬ÒÔ±ãÔÚ²|²òÖ§³Öмç»°Ê±lá¹©,øİà¹Ø¹/₄¹/₄ÊðÈËÔ±£¬»¹¿ÉÒÔ±£

$$\acute{\alpha}\hat{E}^1\acute{O}\tilde{A},\tilde{A}^1\alpha^{3/4}\beta\hat{E}\tilde{O}^{1/4}-\mu^{1/2}\mu\ddot{A}\partial\ddot{A}\ddot{c}^2\ddot{c}^{1/2}\ll\mathcal{A}\ddot{a}\tilde{O}^3\grave{u}\mu^{1/2}\mu\varsigma\times\acute{O}\acute{O}\hat{E}^{1/4}\flat\ddot{O}\partial\grave{e}\mathcal{E}$$

ÐÄİ¢.Ö¶àò³İÔÊ¾¼ı£Ê¹ÓÃòÔİÄÄ³ÖÖ.½.¨¿ÉÒÔ.ò³£º

- $\mu\text{¥}\gg^2\gg\text{Í-}\mu\text{ÄŊi}\ddot{\text{Ŋ}}_{\text{Ç}}\text{''jE}$
- $\mu\text{¥}\gg\div\text{'}\text{ÍÄÖ}\gg\text{Ö}^3\text{±}^{\circ}\text{Ä¥jE}$
- $\mu\pm\text{ÊäÊè}\frac{1}{2}\mu\text{ä}\frac{1}{4}\text{ÖÖÖÜÄ}^3,\text{öŊi}\ddot{\text{Ŋ}}_{\text{Ç}}\text{''ÉÍÊ}\pm\text{£-}^{\circ}\text{Íö}\times\text{ó}\frac{1}{4}\text{ýÍ}\cdot\frac{1}{4}\text{ü}\gg\text{òìÖÖ}\frac{1}{4}\text{ýÍ}\cdot\frac{1}{4}\text{üjE}$

xçÔâ

- ÌÔçˆÄÚæ´óĐıÖ®ÀàµÄĐÂıçŁÉÄÜÊÇ½üËÆÖµı£

ÈĆıûÔÊÐÐ DirectX Ó¡ÔÃşıĐðÊ±şöıÔİÊİâ£-DirectX Ôİ¶İıı³¼ßĲÊÔÔ°ıÖüÄüÔÖ³ð²üÉüİÊİâµüÔ
ı;ÊİÄÄæÊĆÖ»Đ©ĐèÖª×¢ÔâµÄİÊİâ£°

- [illegible]

²âÊÔ DirectX ×é¼þ

¿ÉÒÔÔÚËÎ°ÍÓëíµí³ìàÁ-µÄ¼àÊÓÆ÷ÉÎ²âÊÔ DirectDraw °Í Direct3D£¬ÔÚËÎ°Í²·ÐÎÊä³ðÉè±,ÉÎ²âÊÔ DirectSound(R)
£¬ÔÚËÎ°ÍÒðÆµ¶¶Ë¿ÚÉÎ²âÊÔ DirectMusic(TM)¡£

µ¥»÷¡°²âÊÔ¡±°·Å¥£¬ÔÀ¶¶ÁÎÔÊ¾¼µÄËÎ°ÍÐÀÎ££¬¼àÊÓ»ð¼àý²âÊÔý³¡¡£²£Ë²âÊÔý³¡Ò»Ö±ÑÓÐøÎÀË¥
£¬Ò±µ½³ðÎÖìáÊ¾ÐÀÎ££¬ÑÎÊ²âÊÔÊÇ·ñ³É¼¡£ÊÇ¹û»Ø´ð¡°²»¡±»£¬¼«²»ÔÚ½ÐÐ²âÊÔ¡£

¶¶ÔÔÚ

DirectMusic£¬Ò»Ðè½ÐÐÐÒ»Î¼ðµ¥µÄ²âÊÔ¡£ÊÇ¹ûÄú¶¶ÔÔà¶¶ÎÒðÀÖµÄÏýË²¥·Å,Ðµ½ÄúÒà£¬»ðÕËËàË»Ã»ÓÐÕý
Ë²¥·Åµ«ÄúÒ²¾ðµ¿¿ÉÒÔ£¬Ò»Ðèµ¥»÷¡°Ë²¥·Å¶¶¡±¡£

±£´æÐÀÎ£Ê±²£²»°ü²âÊÔ½á¹û¡£

È¿úÄ-ÈÏÐÐÎª

ÔÚÎµÎ³ÉÎ²×°µÄÄ¿,ðÏÔÊ¾Éè±,µÄ¿°ÏÔÊ¾¿±Ô³ÖÐ£-µ¥»÷¿½ÔÖÄ¿±°Ä¥£¬½ÔÖÄ DirectDraw »ð Direct3D
Ô²¼þ¼ÔËÙ£"ÈÇ¹ÔÐ¾ÔËÙ¿ÄÜµÄ»°£©¿½ÔÖÄ¼ÔËÙÖ®°ó£¬¼ÔËÙ¿ÄÜÔ¹Ø±Ö DirectX ÖÏÎ³¼ß°óÖÀË»±
£³Ô½ÔÖÄ£¬ÇÖÏÔËÎ°Ï¿ÖÄ³ÐðÎ¼ÎÐÐ§¿Ö°ÖÐÄÆðÖÄÔ²¼þ¼ÔËÙ£¬Çèµ¥»÷¿ÆðÖÄ¿±°Ä¥¿£

×ΦÔâ

- ½ÔÖÄ DirectDraw ¼ÔËÙ½«Î-Ê±½ÔÖÄ Direct3D ¼ÔËÙ¿£

Ô²¿ÉÔÔË¿úÓÉ DirectDraw

È«ÆÄÓ¿ÖÄ³ÐðÉèÖÄµÄ¼àÉÓÆ÷ËΦÐÄÆµÄÊ¿£Ö»ÔÐÔÚÄ³Ð©Ó¿ÖÄ³ÐððÏÏÔÊ¾¼ÎËâ£¬²ΦÄÜ·È¿,ÄÓ¿ÖÄ³Ðð
ÉèÖÄÄËÎÐÐ§µÄËΦÐÄÆµÄÊ±£¬²Ä¿ÉÔÔ²ÉÖÄ´ËÏ´èË©¿£

► ÉèÖÄÈ¿úËΦÐÄÆµÄÊ£°

- ÔÚ¿°Still Stuck?¿±Ô³ÉÏ£¬µ¥»÷¿°Override¿±°Ä¥¿£
- ÔÚ¿°Override DirectDraw Refresh Behavior¿±¶Ô»°¿ò£¬Î¿Öñ±à¼¿ò²ΦÎ³¼àÉÓÆ÷¼üËèÔÐÐ§µÄËΦÐÄÆµÄÊ¿£
´ËÊ±£¬¿°Override Value¿±Î¿Ï°Ä¥½«±»×Ô¶Î¿ÖÐ¿£
- µ¥»÷¿°Ë·¶¿±¿£

► È¿üÈ¿úËΦÐÄÆµÄÊ£¬²ΦÔËÐ¿ DirectDraw

Ó¿ÖÄ³Ðð×ÔÐÐÉèèÖÄËΦÐÄÆµÄÊ£°

- ÔÚ¿°Still Stuck?¿±Ô³ÉÏ£¬µ¥»÷¿°Override¿±°Ä¥¿£
- ÔÚ¿°Override DirectDraw Refresh Behavior¿±¶Ô»°¿ò£¬Î¿Öñ¿Ä-ËÏÖµ¿±Î¿Ï°Ä¥¿£
- µ¥»÷¿°Ë·¶¿±¿£

»¹ÔÇÝŦ³İĐð

ÔÚÓĐĐ©ÄäÖÄİÂ£¬DirectX(R) ŐİŦİ¹¼ßÔÊĐÍÓÃ»§»¹Ô-
½İÔÇµÄÒðÆµºİÊÓÆµÇÝŦ³İĐð;£ÔâÒ²ĐİÊÇ½â¾ðÇÝŦ³İĐð²»¼æÈÝÎÊİâ×İºÃµÄºİ·İ;£
ÊÇ¹ÛİºStill Stuck?İ±ÊðĐÔÖ³Êİ³ðİÖİºRestoreİ±º°Ã££¬Ôð¿ÊÔÖµ¥»÷´Êº°Ã¥ÔÊĐĐ DirectX º²×º³İĐð;£
DirectX º²×º³İĐðÔĐÁ½,öº°Ã££¬¼¼İºRestore Audio Driversİ±ºİºRestore Display Driversİ±İ£µ¥»÷ÆäÖĐÊÎÔº°
´Ã¥Ŧ¼½«»¹ÔÔÚİµİ³ÖĐº²×º° DirectX Ê±±»İæ»»µÄÇÝŦ³İĐð;£ÊÇ¹ÛÄ³,öº°Ã¥±»½ÛÓÃ£¬Ôð±İÃ÷Ã»ÓĐ¿ÊÔÔ»¹Ô-
µÄÇÝŦ³İĐð;£Ôðµ½ÖâÖÖÇé¿ðÊ±£¬ÓİÖðÓ²¼þ³§ÊİÄªİµ£¬ÔÔ»ñÊİ×İĐÃµÄÇÝŦ³İĐð;£
DirectX º²×º³İĐð»¹İ¹©Ôº,ðÓÃÓÚ½ÛÓÃ D3D Ó²¼þ¼ÓÊÛµÄ,Ŧİ¿ð£¬Ô²ĐİÄÚİ´İŦİŦİ¹¼ßŦÔº°¿òÒŦİê³Ê
´Êİ½ÛÓÃ;££´Ŧ¼Û Êİ´ÚÃ¬ÊİĐĐİª;££©

±£´æÐÃĲ

ÓÐÃ½ÖÖ·½·´´ĲÉÔÔ±£´æ DirectX ŌĲĲĲ¼ßÊŌ¼µÄÐÃĲ£°

- µ¥»÷Ĳ°±£´æËÜŌÐÐÃĲĲĲ±°Å¥ĲËËÜŌÐŌ³µÄÐÃĲĲĲ¼½«±£´æµ½ÓÃ»SËËŊĲĲ»ŌÃ°ĲÃÛ³ÆµÄĲ¼pÀĲĲ

ĲŌŌÚÊ¹ŌÃ´Ê¹¼ßµÄĲª·£ĒĲ°æ±³µÄËĲ¼pĲª·£Ōß£-ŌòĲÉŌŌ£°

- ŌÚĲ°Still Stuck?Ĳ±Ō³ÊĲ£-µ¥»÷Ĳ°±´,æĲ±£-½«³ðĲĲ°ĲĲ±´,æÐÃĲĲĲĲ±ĲŌ»°
ĲòĲËÊäËËËËÜŌÐ±ŌŌªÊý¼Ý£-µ¥»÷Ĳ°·£ĒĲĲĲĲ½«ŌÚÁÜÊ±ÄĲ¼£ĲĲËË££-C:\Windows\Temp£ŌŌÐ´´½´Ō»,ðÃûĲª
Dxinfo.txt µÄĲ±³Ĳ¼p£-Ĳ-Ê±ŌŌ³¼ŌÚ¼ÇÊÃ±³´°ĲÜŌÐĲ£´ÊĲ¼p²»½ð°Û°-²ÉŌÃÊĲŌ·½·´ÊŌ¼µÄÐÃĲ
£-»¹°Û°-ËËËËËµÄ,ðÊÊÐÃĲ£ĲÆäËËÐÃĲĲĲ

±´,æĬÊĭâ

Èç¹ûÈ·Ěĭ³đĬÖµĀĬÊĭâÓë DirectX ×é¼p»òçýſſ³ĬĐòÓĐ¹ØĒ-ÇěÓë Microsoft ¼¼¼ĚđÖŠ³ÖÁġµĒ²ĭ¼û Microsoft(R) Windows(R) °ĭÖúµĀÒÉĀŅ½â´ðĒ©ĭĒſſÖÓÚĚ¹ÓĀ,ĀŌĭſſĭ¹µ¾ßµĀçª.ĲĚĭ°æ±¾¼½ðĐĐĚĭ¼pçª.ĲµĀĚĚÖ± Ē¬çĚÖŌĭ´¹ýµç×ÓÓĚ¼p±´,æĬÊĭâĭĒ

×ĲŌâ

- ´ĚĚµĀ÷¼½ðĚĚÖĀÓÚ´Ě¹µ¾ßµĀçª.ĲĚĭ°æ±¾¼ĭĒ²Ĳ²»ĚĚÖĀÓÚĚùÓĐÓĀ»šĭĒ

► ĭ´¹ýµç×ÓÓĚ¼p±´,æĬÊĭâĒ°

1. ŌÚĭ°Still Stuck?ĭ±Ō³ŌĐµŸ»÷ĭ°±´,æĭ±ĭĒ
2. ĭĭĐ´ĭ´ĭó±´,æĐĀĬĲĭ±ſſŌ»°çòµĀĚùÓĐĭâ¹Ø²ç·ŌĒ-Ě»°óµŸ»÷ĭ°·ĲĚĭĭ±ĭĒ
3. ½«³đĬŌŌ»ĭđĭŭĭĲĒ¬,ð³ðĚù
´´½´´µĀĬĀ±¾ĭĀ¼pµĀĬĚŌŭĀ·¾ſſŌŌ¼°µç×ÓÓĚ¼pµØŌ·ĭĒÇě¼ÇĭĀµç×ÓÓĚ¼pµØŌ·ĭĒµŸ»÷ĭ°Ě·ſſ´ĭ± ĭĒĚæ°óĒ¬Dxinfo.txt ĭĀ¼p½«±»ĭ°¼ÇĚĀ±¾ĭ±´òçªĭĒ
4. ´Ōĭ°¼ÇĚĀ±¾ĭ±µĀĭ°±â¼ĭ±²ĚµŸĒ-ŅĭŌŃĭ°Ě«Ņĭĭ±Ē-Ě»°óŃĭŌŃĭ°,´ŌĒĭ±Ē¬½«Ě«²çĀŬĚÝ,´ŌĒµ½¼ðĭù°ăŌĐĭĒ
5. ŌÚÓĚ¼p³ĭĐòĀĭ´´½´´ĐĀŌĚ¼pĒ-²Ĳ½«¼ðĭù°ăµĀĀŬĚÝŌ³ĭùµ½ÓĚ¼pŌĐĭĒ°µŬ 3
²½ŌĐ¼ÇĭĀµĀµØŌ·ĲĚĭÓĚ¼pĭĒ

