

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

DirectX Öïŋŋ¹²³⁴ß

Microsoft(R) DirectX(R) Öïŋŋ¹²³⁴ßÎÄµµ°üÀ¨ÒÔÎÄÖ÷lâ£°

- ¹ØÓÚ DirectX Öïŋŋ¹²³⁴ß
- ×¢ÔâÊÂŋ
- ²âÊÔ DirectX ×é¹⁄₄p
- Êġ'úA-ÊĲÐĲlª
- »¹ÔÇýŋ³Ĳðò
- ±£'æÐÁl¢
- ±¨æĲÊlâ

100% DirectX 11.3

[illegible]

¿ÉÒÔÊ¹ÓÃ'Ê¹¼¾ÊÕ¹/₄-ÐÃİ££¬ÒÔ±ãÔÚ²|`òÖ§³Öµç»°Ê±lá¹©,øİà¹Ø¹/₄¼¼ÊõÈËÔ±£¬»¹¿ÉÒÔ±£

$$\acute{\text{æ}}\hat{\text{E}}^1\acute{\text{Ó}}\tilde{\text{Á}},\tilde{\text{Á}}^1\text{a}^{3/4}\beta\hat{\text{E}}\tilde{\text{O}}^{1/4}-\mu^{1/2}\mu\ddot{\text{A}}\text{D}\text{Ä}\text{ï}\text{¢}^2\text{¢}^{1/2}\ll\text{Æ}\ddot{\text{a}}\tilde{\text{O}}^3\text{ì}\text{u}\mu^{1/2}\mu\text{ç}\times\acute{\text{O}}\acute{\text{O}}\hat{\text{E}}^{1/4}\text{p}\ddot{\text{O}}\text{D}\text{;}\text{E}$$

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

- $\mu\text{¥}\gg^2\gg\text{Í-}\mu\text{ÄŊi}\text{ŋ}\text{Ç}^{\cdot}\text{;jE}$
- $\mu\text{¥}\gg^{\cdot}\text{;i}^{\cdot}\text{ÍÄÖ}\gg\text{Ö}^3\text{;}\pm^{\cdot}\text{Ä¥jE}$
- $\mu\pm\text{ÊäÊè}\frac{1}{2}\mu\text{ä}\frac{1}{4}\text{ÖÖÖÜÄ}^3,\text{öŊi}\text{ŋ}\text{Ç}^{\cdot}\text{EÍÊ}\pm\text{E-}^{\cdot}\text{Íö}\times\text{ö}\frac{1}{4}\text{ýÍ}^{\cdot}\frac{1}{4}\text{ü}\gg\text{òìÖÖ}\frac{1}{4}\text{ýÍ}^{\cdot}\frac{1}{4}\text{üjE}$

xçÔâ

- ÌÔçˆÄÚæ´óĐıÖ®ÀàµÄĐÂıçŁÉÄÜÊÇ½üËÆÖµı£

ÈĆıûÔÊÐÐ DirectX Ó¡ÔÃşıĐðÊşıöıÔİÊİê£-DirectX Ôİ¶İıı%¼ß¿ÊÔÔ°ıÖüÄüÔÔşöşüÉüİÊİâµüÔ
ıÊİÄÄæÊĆÔ»Đ©ĐèÔª×¢ÔâµÄİÊİê£°

- [illegible]

ζÉÔÔÔÚÊΓ°íôêíμú³íäÄ¬μÄ¼äÊÔÆ÷Éí²âÊÔ DirectDraw °í Direct3DÆ¬ÔÔÚÊΓ°í²¬ĐÎÊä³òÈè±,Éí²âÊÔ DirectSound(R)
 Ε¬ÔÔÚÊΓ°íòðÆμ¶ÍÊζÚÉí²âÊÔ DirectMusic(TM)j£
 μ¥»÷í²âÊÔj±´°Ä¥Ε¬ÔÄ¶ÎÄÏÔÊ³¼μÄÊΓ°íðÄÎ¢Ε¬¼äÊÔ»ð¼àì²âÊÔ¹ý³í;£²¢ÊÄ²âÊÔ¹ý³íÔ»Ô±ÑÓðøÎÄÊ¥
 Ε¬Ô±μ½²ôíÔÎäÊ³¼ðÄÎ¢Ε¬Ñ¬ÎÊ²âÊÔÊÇ·ñ³Ê¹í;£ÊÇ¹Ú»Ø´ðí²»j±£¬½«²»ÔÔ½²ððð²âÊÔj£
 ¶ÔÔÔ
 DirectMusicΕ¬Ô»ðè½²ðððÔ»´Î¼òμ¥μÄ²âÊÔj£ÊÇ¹ÚÄÚ¶ÔÔâ¶ÎÔðÄÔμÄÖýÊ·²¥·Ä,ðμ½ÄÚòâΕ¬»ðÔßÊäÊ»Ä»ÓðÖý
 Ê·²¥·Äμ«ÄÚÔ²¾ðμÄζÉÔÔΕ¬Ô»ðèμ¥»÷í²·Ê·¶í±j£
 ±£´æðÄÎ¢Ê±²¢²»°úò¬²âÊÔ½á¹Új£

È¿úÄ-ÈÏÐÐÎª

ÔÚÎµÎ³ÉÎ²×°µÄÄ¿,ðÏÔÊ¾Éè±,µÄ¿°ÏÔÊ¾¿±Ô³ÖÐ£¬µ¥»÷¿½ÔÖÄ¿±°Ä¥£¬½ÔÖÄ DirectDraw »ò Direct3D
Ô²¼þ¼ÔËÙ£¬ÈÇ¹ÔÐ¾ÔËÙ¿ÄÜµÄ»°£©¿½ÔÖÄ¼ÔËÙÖ®°ó£¬¼ÔËÙ¿ÄÜÔ¹Ø±Ö DirectX ÖÏÎ³¼ß°óÀË»±
£³Ô½ÔÖÄ£¬ÇÖÏÔËÎ°ÏÔÖÄ³ÐðÎ¼ÎÞÐ§¿ÖÖÖÐÄÆðÖÄÔ²¼þ¼ÔËÙ£¬Çèµ¥»÷¿ÆðÖÄ¿±°Ä¥¿£

×ΦÔâ

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

Ô²¿ÉÔÔË¿úÓÉ DirectDraw

È«ÆÄÓÔÖ³ÏÐðÉèÖÄµÄ¼àÉÓÆ÷ËΦÐÄÆµÄÊ¿£Ö»ÔÐÔÚÄ³Ð©ÓÔÖ³ÏÐððÏÔÔÊ¾¼ÎËâ£¬²ΦÄÜ·È¿,ÄÓÔÖ³ÏÐð
ÉèÖÄÄËÎÞÐ§µÄËΦÐÄÆµÄÊ±£¬²Ä¿ÉÔÔ²ÉÖÄ´ËÏ´èË©¿£

► ÉèÖÄÈ¿úËΦÐÄÆµÄÊ£°

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

► È¿üÈ¿úËΦÐÄÆµÄÊ£¬²ΦÔËÐ¿ DirectDraw

ÓÔÖ³ÏÐð×ÔÐÐÉèèÖÄËΦÐÄÆµÄÊ£°

1. ÔÚ¿°Still Stuck?¿±Ô³ÉÏ£¬µ¥»÷¿°Override¿±°Ä¥¿£
2. ÔÚ¿°Override DirectDraw Refresh Behavior¿±¶Ô»°¿ò£¬Î¿Ôñ¿Ä-ËÖÖµ¿±Î¿Ï°Ä¥¿£
3. µ¥»÷¿°Ë·¶¿±¿£

»¹ÔÇÝŦ³İĐð

ÔÚÓĐĐ©ĂăŎĂİÂĒ¬DirectX(R) ŎİŦŦİ¹¤¼ßÔÊĐÍÓĂ»§»¹Ô-
½İŎÇµĂŎððÆµºİÊÓÆµÇÝŦŦ³İĐðİĒŎăŎ²ĐİÊÇ½ă¾ðÇÝŦŦ³İĐð²»¼æÈÝÎÊİă×İºĂµĂºİ·İĒ
ÊÇ¹ŰİºStill Stuck?İ±ÊðĐŎŎ³Êİ³ŏİŎİºRestoreİ±ºĂ¥Ē¬ŎðĴÊŎŎµ¥»÷´ĒºĂ¥ŎĒĐĐ DirectX º²×º³İĐðİĒ
DirectX º²×º³İĐðŎĐĂ½½,ŏºĂ¥Ē¬¼¼İºRestore Audio Driversİ±ºİºRestore Display Driversİ±İµ¥»÷ÆăŎĐÊÎŎ»º
´Ă¥Ŧ¼¼½«»¹ŎŎŰİµİ³ŎĐº²×º DirectX Ê±±»İæ»»µĂÇÝŦŦ³İĐðİĒÊÇ¹ŰĂ³,ŏºĂ¥±»½ŰÓĂĒ¬Ŏð±İĂ÷Ă»ÓĐĴÊŎŎ»¹Ŏ-
µĂÇÝŦŦ³İĐðİĒÓðµ½ŎăŎŎÇéĴŏÊ±Ē¬ÓİŎĚÓ²¼p³§ÊİĂªİµĒ¬ŎŎ»ĥÊİ×İĐĂµĂÇÝŦŦ³İĐðİĒ
DirectX º²×º³İĐð»¹İă¹©Ŏ»,ŏŎĂŎŰ½ŰŎĂ D3D Ó²¼p¼ÓÊŰµĂ,ŦİİĴðĒ¬Ŏ²ĐİĂÚİ´İŎİŦŦİ¹¤¼ßŦŦŎºĴðŎŦİê³Ē
´Êİİ½ŰÓĂİĒĒ²¼Ű Ēİ´ŰĂ¬ÊİĐĐİªİĒ©

±£´æÐÃĲ

ÓÐÃ½ÖÖ·½·´´ĲÉÔÔ±£´æ DirectX ÖĲĲĲ¼¼ßÊÖ¼¼µÃÐÃĲ£°

- µ¥»÷Ĳ°±£´æËÜÔÐÐÃĲĲĲ±°Ã¥ĲËËÜÔÐÔ³µÃÐÃĲĲĲ¼¼½«±£´æµ½ÓÃ»ßËËŊĲĲ»ÖÃ°ĲÃÛ³ÆµÃĲÃ¼¼þÀĲĲË

ĲÔÔÚÊ¹ÓÃ´Ê¹¼¼ßµÃĲ^a·£ĒĲ°æ±³¼µÃËĲ¼¼þĲ^a·£Öß£-ÔðĲÉÔÔ£°

- ÔÚĲ°Still Stuck?Ĳ±Ô³ĒĲ£-µ¥»÷Ĳ°±´´æĲ±££½«³ðĲĲ°ĲĲ±´´æÐÃĲĲĲĲ±ĲÔ»°
ĲðĲËÊäËËËËÜÔÐ±ØÔªÊý¼¼Ý£-µ¥»÷Ĳ°·£ĒĲĲĲ½«ÔÚÁÜÊ±ÃĲÃ¼¼£´´ÃýËç£-C:\Windows\Temp£©ÖÐ´´½´´Ô»¸ÃÛĲª
Dxinfo.txt µÃĲ±³¼Ĳ¼¼þ£-Ĳ-Ē±ĲÖÊ¼¼ÔÚ¼¼çÊÃ±³¼°ĲÜÔÐĲË´ÊĲÃ¼¼þ²»½ð°Û°-²ÉÓÃĒĲËö·½·´´ÊÖ¼¼µÃÐÃĲ
£-»¹°Û°-ËËËäËËµÃ¸öËËÐÃĲ£°ĲÆäËËÐÃĲĲË

±´,æĬÊĭâ

Èç¹ûÈ·Ěĭ³đĬÖμĀĬÊĭâÓë DirectX ×é¼p»òçÝŲƒ³ĬĐòÓĐ¹ØĒ–ÇëÓë Microsoft ¼¼¼ĚðÖ\$³ÖÁªĬμĒ²Ĭ¼û Microsoft(R) Windows(R) °ĭÖúμĀÒÉĀÑ½â´ðĒ©ĭĒŲÖÓÚĚ¹ÓĀ,ĀÖĭŲĬ¹¤¼ßμĀçª·ĲĬ¹°æ±¾¼½ðĐĐĚĭ¼pçª·ĲμĀĚĚÖ± Ē–çĚÖÖĭ´¹ýμç×ÓÓĚ¼p±´,æĬÊĭâĭĒ

×ĲÖâ

- ´ĚĚμĀ÷½ðĚĚÖĀÓÚ´Ě¹¤¾ßμĀçª·ĲĬ¹°æ±¾¼ĭĒ²Ĳ²»ĚĚÖĀÓÚĚùÓĐÓĀ»§ĭĒ

- ĭ´¹ýμç×ÓÓĚ¼p±´,æĬÊĭâĒ°

1. ÔÚĭ°Still Stuck?ĭ±ð³ÖĐμ¥»÷ĭ°±´,æĭ±ĭĒ
2. ĬĭĐ´ĭ´ĭó±´,æĐĀĬĲĭ±ŲŲÖ»°çòμĀĚùÓĐĭâ¹Ø²ç·ÖĒ–Ě»°óμ¥»÷ĭ°·ĲĚĭ±ĭĒ
3. ½«³đĬÖÖ»ĬđĭûĬĲĒ–,ð³ðĚù
´´½´´μĀĬĀ±¾ĬĀ¼pμĀĬĚÖûĀ·¾ŲŲÖÔ¼°μç×ÓÓĚ¼pμØÖ·ĭĒÇë¼ÇĬĀμç×ÓÓĚ¼pμØÖ·ĭĒμ¥»÷ĭ°Ě·Ų´ĭ± ĭĒĚæ°óĒ–Dxinfo.txt ĬĀ¼p½«±»ĭ°¼ÇĚĀ±¾ĭ±´òçªĭĒ
4. ´Óĭ°¼ÇĚĀ±¾ĭ±μĀĭ°±â¼ĭ±²Ěμ¥Ē–ÑĭÔñĭ°Ě«Ñĭĭ±Ē–Ě»°óÑĭÔñĭ°,´ÖĒĭ±Ē–½«Ě«²çĀÜĚÝ,´ÖĒμ½¼ðĬù°ăÖĐĭĒ
5. ÖÓÓĚ¼p³ĬĐòĀĭ´´½´´ĐĀÓĚ¼pĒ–²Ĳ½«¼ðĬù°ăμĀĀÜĚÝÖ³Ĭùμ¼ÓĚ¼pÖĐĭĒ°μÚ 3
²½ÖĐ¼ÇĬĀμĀμØÖ·ĲĚĬÓĚ¼pĭĒ

