

μΨ»÷¡°ıÖúÖ÷İâ¡±¼´ĲÉ³öİÖ°ıÖúÖ÷İâÁĐ±íĲ

DirectX ÖïŒĪ¹¼ß

Microsoft(R) DirectX(R) ÖïŒĪ¹¼ßÄµµ°üÀ°ÒÔĪÄÖ÷Īâ£°

- ¹ØÓÚ DirectX ÖïŒĪ¹¼ß
- ×¢ÔâÊÂĦ
- ²âÊÔ DirectX ×é¼þ
- Ēı´ıÄ¬EĪÐĐĪ°
- »¹ÔÇýŒ³ĪÐò
- ±£´æÐÄĪ¢
- ±¬æĪÊĪâ

1ØÓÚ DirectX ŌĩŦİ1ı¼ß

DirectX(R) ŌĩŦİ1ı¼ßÓÃÓÚİðÓÃ»şİá¹©İµİ³ÖĐ Microsoft(R) DirectX ÓİÓÃ³Đð±à³İ½Ó¿Ú°İÇ¿Ŧİ³İĐòµÃĐÃİ¢
£¬²¢ÃŬ¹»²âÊÔÊùÒð°İİ¼ĐİÊä³öİ£İ¬Ê±»¹¿ÉÒÔÓÃÓÚ½ûÓÃÃ³Đ©Ó²¼p¼ÓÊŬİÃŬİ£

¿ÉÔÔÊ¹ÓÃ´Ê¹ı¼ßÊÔ¼¬ĐÃİ¢£¬ÔÔ±ãÔÚ²İ´ðÖ§³Ŭµç»°Ê±İá¹©,øİà¹Ø¼¼ÊðÊÊÔ±£¬»¹¿ÉÔÔ±£
´æÊ¹ÓÃ,Ã¹ı¼ßÊÔ¼¬µ½µÃĐÃİ¢²¢½«ÆäÖ³İùµ½µç×ÓÓÊ¼pÖĐİ£

ĐÃİ¢·ÖŦİàÒ³İÔÊ¾İ£Ê¹ÓÃÒÔİÃÃ³ÖÖ·½¬¬¿ÉÔÔ·Ò³£°

- µŸ»÷²»İ¬µÃŦİİŦ¿İİ£
- µŸ»÷İ°İÃÔ»Ô³İ±°´ÃŸİ£
- µ±ÊäÊê½²¹µä¼¬ÖĐÔÚÃ³,öŦİİŦ¿İ·ÉİÊ±£¬°İð×ó¼Ÿİ·¼ü»ðİòÓÔ¼Ÿİ·¼üİ£

×«Òâ

- İÔ¿İ¬ÃŬ´æ´óĐİÖ®ÀàµÃĐÃİ¢¿ÉÃŬÊÇ½üÊÆÖµİ£

×«ÒàÊĀî

Èç¹ûÔÊÐÐ DirectX Ó'ÓĀ³İÐðÊ±³ôİÔİÊİâ£¬DirectX ŌiŲİ¹ı³¼ßçÉÒÔ°ıŌúĀúŌŌ³ö²úÉúİÊİâµĀ,ùŌ´;£İĀĀæÊÇÒ»Ð©ÐèÒª×«ÒâµĀİÊİâ£°

- **DirectX ×é¼p°æ±¾´İŌ;£ŌŪ;°**DirectX İĀ¼p;±Ō³µĀı°×«Òâ;±²ç·Ō£¬²éŌŌ¹ØÓŪ Beta İĀ¼p°İµ÷ÊŌİĀ¼pµĀ¾¬,æ;£Beta İĀ¼pÊÇŌçÆÚ²âÊŌ°æ±¾£¬Çè²»ŌªŌëİŌĀ³İÐðŌ»Æð²×°;£µ÷ÊŌ°æ±¾Ō»°ăŌĀŌŪ³İÐðçª·«£¬²»ŌªŌİ×İŌŌ²úÆ·Ō»İ¬²×°£¬¬ñŌð£¬½«´ó´ó½µµİŌ'ŌĀ³İÐðµĀŌÊÐÐÊŪŲİ££¬Ê¹ÆăŌŲŌŲµİŌŪŌŪ×é¼pĀăÊŪ°æİĀµĀŌÊÐÐÊŪŲİ££
- **İ´¾Ê·ÊİµĀÇýŲ³İÐð;£ŌŪ;°**DirectX ÇýŲ³İÐð;±Ō³µĀİĀ¼pĀÐ±İŌÐ£¬²éŌŌ±ê¼Çİªİ´¾Ê·ÊİµĀÇýŲ³İÐð;£ÆăÊüİÊİâ»ăİŌÊ¾ŌŪ;°İŌÊ¾;±;çı°ÉùŌð;±°İı°ÊăÊë;±Ō³µĀı°×«Òâ;±²ç·Ō;£İ´¾Ê·ÊİµĀÇýŲ³İÐðÊÐİ´ŌÉ Microsoft Ōë×İÐĀ°æ±¾µĀ DirectX ½ðÐÐİêÊ«¼æÊŸÐŌ²âÊŌı£
- **Ê±ÊŪŌ²¼p¼ŌÊŪ;£Êç¹ûĀ»ŌÐ** DirectDraw(R) »ð Direct3D(R) Ō²¼p¼ŌÊŪ£¬ŌÐÐ©³İÐðŌÊÐÐÊŪŲİÊ°ŪĀý£¬ÊðŌĀİp·ŌÊÐÐ;£ŌŪ;°İŌÊ¾;±Ō³µĀı°DirectX ¹ĀŪı±£¬²éç´ DirectDraw »ð Direct3D ÊÇ·ñ±»±ê¼Çİªı°²»ĀŪ¼ŌÊŪ;±;£ÊÇ¹û±»±ê¼Çİªı°²»ĀŪ¼ŌÊŪ;±£¬Çèç¼ĀÇŌ²¼pÊý¼Ųİ£
- **Êè±,İ´Ā¬½Ō;£Êç¹ûŌİİ·,Ê»ðÆăÊüÊăÊëÊè±,Ā»ŌÐİŌ;£¬çÉĀŪÊÇŌðİª²×²»ŌýÊ·;£ÇèÊ·Êİ DirectX ŌiŲİ¹ı³¼ßµĀı°ÊăÊë;±Ō³ŌÐÊÇ·ñŌŌ°ü¬,ĀÊè±;£ÊÇ¹û²»°ü¬£¬Çèİ´ıý;çØŌÆĀæª;±İı¼Ō,ĀÊè±;£**

²âÊÔ DirectX ×é¼p

¿ÉÔÔÔÚÊÎ°Œİµİ³İàÁ¬µÄ¼àÊÔÆ÷Éİ²âÊÔ DirectDraw °Í Direct3D£¬ÔÚÊÎ°¬ĐİÊä³öÉè±,Éİ²âÊÔ DirectSound(R)
£¬ÔÚÊÎ°ŒŒµ¶İÊ¿ÚÊİ²âÊÔ DirectMusic(TM);£

µ¥»÷ı²âÊÔı±´Å¥£¬ÔÄ¶İİÔÊ¾µÄÊÎ°İĐÄİ££¬¼àÊÔ»ò¼àİý²âÊÔıý³İı£²£ÈÄ²âÊÔıý³İÔ»Ö±ŒÓĐøİÄÈ¥
£¬Ô±µ½³öİŒİáÊ¾ĐÄİ££¬Œ¬İÊ²âÊÔÊÇ·ŉ³Éıı;£ÈÇıû»Ø´ðı²»»ı±£¬½«²»ÔŪ½øĐĐ²âÊÔı£

¶İÔÓÚ

DirectMusic£¬Ö»Đè½øĐĐÔ»´İ¼òµ¥µÄ²âÊÔı£ÈÇıûÄú¶İÔŒâ¶İŒòòÀŒµÄŒýÈ·²¥·Ä,Đµ½ÄúŒâ£¬»òŒÈäÈ»Ä»ÓĐŒýÈ·²¥·Ä
µ«ÄúŒ²¾òµÄ¿ÉÔÔ£¬Ö»Đèµ¥»÷ı²È·¶¬ı±;£

±£´æĐÄİ££±²£²»°ü²âÊÔ½áıû;£

È¿úĀ-ÈĪĐĐĪ°

ÔÚĪμĪ³ĒĪ°²×°μĀĀ¿,öĪÔĒ¾Ēē±,μĀĪ°ĪÔĒ¾Ī±Ô³ÖĐĒ¬μŸ»÷Ī°½ûÔĀĪ±°ĀŸĒ¬½ûÔĀ DirectDraw »ò Direct3D
Ó²¼þ¼ÔĒÛĒ¬ÈÇ¹ûÓĐ¼ÔĒÛĪĀÛμĀ»°Ē©ĪĒ½ûÔĀ¼ÔĒÛÔ®°óĒ¬¼ÔĒÛĪĀÛÔÚ¹Ø±Ö DirectX ÔĪĪ¹¼¾°óÔĀÈ»±
Ē³Ô½ûÔĀĒ¬ÇÔĪÔĒĪ°ĪÔĪÔĀ³ĪĐðĪ¼ĪĪĐĐ§ĪĒÔ°ÔĐĀĀÆóÔĀÓ²¼þ¼ÔĒÛĒ¬ÇēμŸ»÷Ī°ÆóÔĀĪ±°ĀŸĪĒ

×ĈÔâ

- ½ûÔĀ DirectDraw ¼ÔĒÛ½«Ī¬Ē±½ûÔĀ Direct3D ¼ÔĒÛĪĒ

Ô²¿ĒÔÔĒÈĪ¿úÔĒ DirectDraw

È«ÆĀÓĪÔĀ³ĪĐðĒēòÔĀμĀ¼àĒĒÓÆ÷ĒĈĐĀÆμĀĒĒ;ĒÖ»ÓĐÔÚĀ³Đ©ÓĪÔĀ³ĪĐð³öĪÔĪÔĒ¾ĪĒĪâĒ¬²ĈĀÛĒÈ·ĒĪ,ĀÓĪÔĀ³ĪĐðĒēòÔĀ
ĀĒĪĪĐĐ§μĀĒĒĈĐĀÆμĀĒĒĒ±Ē¬²Ā¿ĒÔÔ²ĒÓĀĒĒĒĪ~ēĒ©ĪĒ

► ĒēÖĀĒÈĪ¿úĒĈĐĀÆμĀĒĒ°

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬μŸ»÷Ī°OverrideĪ±°ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±ĪÔ»°¿òĒ¬ŒĪÔñ±à¼¿ò²ĈĪ¹¼àĒĒÓÆ÷¼üĒēÔĐĐ§μĀĒĒĈĐĀÆμĀĒĒ;ĒĒĒĒ±
Ē¬ĪĪ°Override ValueĪ±ŒĪĪĪ°ĀŸ½«±»×ÔĪŒĪÔĐĪĒ
3. μŸ»÷Ī°Ē·ĪĪĪ±ĪĒ

► ĒĪĪûĒÈĪ¿úĒĈĐĀÆμĀĒĒĒ¬²ĈÔĒĐĪ DirectDraw ÓĪÔĀ³ĪĐð×ÔĐĐĒēòÔĀĒĒĈĐĀÆμĀĒĒ°

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬μŸ»÷Ī°OverrideĪ±°ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±ĪÔ»°¿òĒ¬ŒĪÔñĪ°Ā¬ĒĒÔμĪ±ŒĪĪĪ°ĀŸĪĒ
3. μŸ»÷Ī°Ē·ĪĪĪ±ĪĒ

»¹ÔÇýŒ³İĐð

ÔÚÓĐĐ©ÄäÖÃİÂ£¬DirectX(R) ŒiŒı¹ı³¼ßÔÊĐíÓÃ»§»¹Ô-

½İÔçµÄÒðÆµºİÊÓÆµÇýŒ³İĐð;£ŒâÒ²ĐíÊÇ½â¾ôÇýŒ³İĐð²»¼æÈÝÎÊâ×ıºÃµÄºı·ı£

Èç¹ûı°Still Stuck?ı±ÊðĐÔŒ³Êİ³öİŒı°Restoreı±º´ÄŸ£¬ŒðçÊŒŒµŸ»÷´Êº´ÄŸŒÊĐĐ DirectX º²×º³İĐð;£

DirectX º²×º³İĐðÓĐÁ½,öº´ÄŸ£¬¼ı°Restore Audio Driversı±ºı°Restore Display Driversı±;£µŸ»÷ÆäŒĐÊÎŒºº

´ÄŸŒ¼½«»¹ŒŒŒİµİ³ŒĐº²×º DirectX Ê±±»İæ»»µÄÇýŒ³İĐð;£ÈÇ¹ûÃ³,öº´ÄŸ±»½ûÓÃ£¬Œð±ıÄ÷Ã»ÓĐçÊŒŒ»¹Œ-

µÄÇýŒ³İĐð;£ŒŒµ½ŒâŒŒÇçéçŒ±£¬Œı°ŒŒŒŒ¼b³§ÊİÄıİµ£¬ŒŒ»ñÊı×İĐÂµÄÇýŒ³İĐð;£

DirectX º²×º³İĐð»¹İ¹©Œ»,ðŒŒŒŒ½ûŒŒ D3D Ó²¼p¼ŒŒŒµÄ, Œıçð£¬Œ²ĐíÄúı´ıŸŒıŒı³¼ßŒŒºçðŒŒİê³Ê´Êİı½ûŒŒı££

£¬²İ¼û Èı´ıÄ¬ÈİĐĐİı;££©

±£´æÐÃĬ

ÓÐÁ½ÖÖ·½·¨·ĴÉÒÔ±£´æ DirectX ÖřŲĬ¹¼ßÊÖ¼¯μÄÐÃĬ£°

▪ μŲ»÷ĵ°±£´æËùÓÐÐÃĬ£ĵ±°´ÁŲĵ£ËùÓÐÒ³μÄÐÃĬ£Ų¼½«±£´æμ½ÓÃ»§ËùÑĵĬ»ÖÃ°ĬÃû³ÆμÄĬ¼þÀĭĵ

ŲÔÓÚÊ¹ÓÃ´Ê¹¼ßμÄĴ·£ÉĬ°æ±¼μÄÊĭ¼þĴ·£Öß£-ÔòĴÉÒÔ£°

▪ ÔÚĵ°Still Stuck?ĵ±Ò³ÉĬ£-μŲ»÷ĵ°±¨,æĵ±£-½«³öĬÖĵ°´Ĭó±¨,æÐÃĬ£ĵ±ŲÔ»°Ĵòĵ£ÊäÊëËùÓÐ±Ø°Êŷ¼Ŷ£-μŲ»»÷ĵ°·£ËĬĵĵ£½«ÔÚÁÙÊ±ÃĴÂ¼£¨ÁŷËÇ£-C:\Windows\Temp£©ÖÐ´½¨Ö»,öÃûĦ Dxinfo.txt μÄĬ±¼Ĭ¼þ£-Ĭ-Ê±ĬÖÊ¼ÔÚ¼ÇÊÃ±¼´°ĴÜÖÐĵ£ÊĬ¼þ³»½ö°ü°²ÉÓÃÉĬö·½·¨ÊÖ¼¯μÄÐÃĬ££-»¹°ü°-ËùÊäÊëμÄ,öËËÐÃĬ£°ĬÆäËËÐÃĬ£ĵ

±´,æîÊîâ

Èç¹ûÈ·Èĭ³ðĭÖµÄÎÊîâÓë DirectX ×é¼þ»ðÇýŒ³ĭĐðÓĐ¹Ø£¬ÇëÓë Microsoft ¼¼ÊðÖ§³ÓÁªĭµ£²ĭ¼û Microsoft(R)
Windows(R) °ĭÖúµÄÒÉĀÑ½â´ð£©;£ŒŒÓÓÚÊ¹ÓĀ,ĀŒ;Œĭ¹¼ßµĀĸª·£Ēĭ°æ±¾¼øĐĐÈĭ¼þĸª·£µĀÈÈÖ±
£¬ĸÊÖŒĭ¹ýµç×ÓÓÊ¼þ±´´,æîÊîâ;£

×«Öâ

- ´ÊÈµĀ÷½ðÊÊÓĀÓÚ´Ê¹¼ßµĀĸª·£Ēĭ°æ±¾¼£²«ÊÊÓĀÓÚÈùÓĐÓĀ»§;£

► ĭ¹ýµç×ÓÓÊ¼þ±´´,æîÊîâ£°

1. ŒÚ;°Still Stuck?;ĭ±Ö³ŒĐµŸ»÷ĭ°±´´,æĭ±;£
2. ĭŒĐ´ĭ°ĭĭó±´´,æĐĀĬ£;±ŒŒŒ»°ĸòµĀÈùÓĐĭâ¹Ø²ĸ·Œ£¬È»°óµŸ»»÷ĭ°·£ĒĬ;±;£
3. ½«³ðĭŒŒ»ĭðĭŒĭ££¬ø³ðÈù
´´½´´µĀĬĀ±¾ĬĀ¼þµĀĭéŒŒĀ·¾ŒŒŒŒ¼°µç×ÓÓÊ¼þµŒŒ·;£Çë¼ÇĬĀµç×ÓÓÊ¼þµŒŒ·;£µŸ»»÷ĭ°È·Œĭ;±;£Êæ°ó£¬Dxinfo.txt
ĬĀ¼þ½«±»ĭ°¼ÇÊĀ±¾ĭ±´´ðĸª;£
4. ´Œĭ°¼ÇÊĀ±¾ĭ±µĀĭ°±à¼ĭ±²ÊµŸ£¬ÑĭŒŒĭ°È«Ñĭĭ±£¬È»°óÑĭŒŒĭ°´ŒÆĭ±£¬½«È«²ĸĀÚÈÝ´ŒÆµ½¼ðĭù°ăŒĐ;£
5. ŒÚÓÊ¼þĭĐðĀĭ´´½´´ĐĀÓÊ¼þ£¬²£½«¼ðĭù°ăµĀĀÚÈÝŒ³ĭùµ½ÓÊ¼þŒĐ;£°µÚ 3 ²½ŒĐ¼ÇĬĀµĀµŒŒ·£ĒĬÓÊ¼þ;£

