

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´ðŌş³Ōµç»°Ê±İá¹©,øİà¹Ø¼¼ÊðÊÊÔ±£¬»¹¿ÉÔÔ±£
´æÊ¹ÓÃ,Ã¹ı¼ßÊÔ¼¬µ½µÃĐÃİ¢²¢½«ÆäŌ³İùµ½µç×ÓÓÊ¼pŌĐİ£

ĐÃİ¢·ŌŦİàÒ³İÔÊ¾İ£Ê¹ÓÃÒÔİÃÃ³ŌŌ·½·¬¿ÉÔÔ·Ō³£°

- µŸ»÷²»İ¬µÃŦİİŦ¿İİ£
- µŸ»÷İ°İÃŌ»Ō³İ±°´ÃŸİ£
- µ±ÊäÊË½²¹µä¼¬ÖĐÔÚÃ³,öŦİİŦ¿İ·ÉİÊ±£¬°İð×ó¼Ÿİ·¼ü»ðİòÓŌ¼Ÿİ·¼üİ£

×«Ōâ

- İŌ¿İ¬ÃŬ´æ´óĐİŌ®ÀâµÃĐÃİ¢¿ÉÃŬÊÇ½üÊÆŌµİ£

×«ÒàÊĀî

Èç¹ûÔÊÐÐ DirectX Ó'ÓĀ³İÐðÊ±³ôİÔİÊİâ£¬DirectX ŌiŲİ¹ı³¼ßçÉÒÔ°ıÖúĀúÔÒ³ö²úÉúİÊİâµĀ,ùÔ´;£İĀĀæÊÇÒ»Ð©ÐèÒª×«ÒâµĀİÊİâ£°

- **DirectX ×é¼p°æ±¾´ıġ;£ÔÚ;°**DirectX İĀ¼p;±Ò³µĀı°×«Òâ;±²ç·Ö£¬²éÔÒ¹ØÓÚ Beta İĀ¼p°İµ÷ÊÔİĀ¼pµĀ¾¬,æ;£Beta İĀ¼pÊÇÔçÆÚ²âÊÔ°æ±¾£¬Çè²»ÒªÔêİÓĀ³İÐðÒ»Æð²×°;£µ÷ÊÔ°æ±¾Ò»°ăÓĀÓÚ³İÐðçª·«£¬²»Òªİ×İÔÖ²úÆ·Ò»İ¬²×°£¬¬ñÔð£¬½«´ó´ó½µµİÓ'ÓĀ³İÐðµĀÔÊÐÐÊÛŲİ££¬Ê¹ÆăÔŲÔŲµİÓÚÔÚ×é¼pĀăÊÛ°æİĀµĀÔÊÐÐÊÛŲİ££
- **İ´¾Ê·ÊİµĀÇýŲ³İÐð;£ÔÚ;°**DirectX ÇýŲŲ³İÐð;±Ò³µĀİĀ¼pĀÐ±İÖÐ£¬²éÔÒ±ê¼Çİ³İ´¾Ê·ÊİµĀÇýŲŲ³İÐð;£ÆăÊÛİÊİâ»ăİÔÊ¾ÔÚ;°İÔÊ¾;±ıçı°ÉùÔð;±ıİ°ÊăÊë;±Ò³µĀı°×«Òâ;±²ç·Ö;£İ´¾Ê·ÊİµĀÇýŲŲ³İÐðÊÐİ´ÓÉ Microsoft Óë×İÐĀ°æ±¾µĀ DirectX ½ðÐÐİêÊ«¼æÊYÐÔ²âÊÔı£
- **Ê±ÊÛÔ²¼p¼ÓÊÛ;£Êç¹ûĀ»ÓÐ** DirectDraw(R) »ð Direct3D(R) Ô²¼p¼ÓÊÛ£¬ÓÐÐ©³İÐðÔÊÐÐÊÛŲİÊÛÛĀý£¬ÊðŌĀİp··ÔÊÐÐ;£ÔÚ;°İÔÊ¾;±Ò³µĀı°DirectX ¹ĀÛı±£¬²éç´ DirectDraw »ð Direct3D Êç·ñ±»±ê¼Çİ³ı²»ĀÛ¼ÓÊÛ;±ı£ÊÊç¹û±»±ê¼Çİ³ı²»ĀÛ¼ÓÊÛ;±£¬Çèç¼ĀÇÓ²¼pÊý¼Ųı£
- **Êè±,İ´Ā¬½Ó;£Êç¹ûÓİİ·,Ê»ð**ÆăÊÛÊăÊëÊè±,Ā»ÓÐİİÓ;£¬çÉĀÛÊÇÒðİª²×²»»ÖýÊ;£ÇèÊ·Êİ DirectX ŌiŲİ¹ı³¼ßµĀı°ÊăÊë;±Ò³ÖÐÊç·ñŌŊ°ü¬,ĀÊè±;£ÊÊç¹û²»°ü¬£¬Çèİ´ıç;çØŌÆĀæª;±İı¼Ó,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·ŋ³Éıı;£ÈÇıû»Ø´ðı²»»ı±£¬½«²»ÔŪ½øĐĐ²âÊÔı£

¶İÔÓÚ

DirectMusic£¬Ö»Đè½øĐĐÔ»´İ¼òµ¥µÄ²âÊÔı£ÈÇıûÄú¶İÔŒâ¶İŒòòÀŒµÄŒýÈ·²¥·Ä,Đµ½ÄúÔâ£¬»òŒÈäÈ»Ä»ÓĐŒŸÈ·²¥·Ä
µ«ÄúÔ²¾òµÄ¿ÉÔÔ£¬Ö»Đèµ¥»÷ı²È·¶¬ı±;£

±£´æĐÄİ££±²£²»°ü°¬²âÊÔ½áıû;£

È¿úĀ-ÈĪĐĐĪ°

ÔÚĪμĪ³ĒĪ°²×°μĀĀ¿,öĪÔÊ¾Ēē±,μĀĪ°ĪÔÊ¾Ī±Ô³ÖĐĒ¬μŸ»÷Ī°½ûÔĀĪ±°ĀŸĒ¬½ûÔĀ DirectDraw »ò Direct3D
Ó²¼p¼ÓĒÛĒ¬ĒÇ¹ûÓĐ¼ÓĒÛ¹ĀÛμĀ»°Ē©ĪĒ½ûÔĀ¼ÓĒÛÔ®°óĒ¬¼ÓĒÛ¹ĀÛÔÚ¹Ø±Ö DirectX ÔĪĪ¹¼³¼ß°óÔĀÈ»±
Ē³Ô½ûÔĀĒ¬ÇÔĪÔĒĪ°ĪÔĪÔĀ³ĪĐðĪ¼ĪĪĐĐ§ĪĒÔ°ÔĐĀĀÆóÔĀÓ²¼p¼ÓĒÛĒ¬ÇēμŸ»÷Ī°ÆóÔĀĪ±°ĀŸĪĒ

×ĈÔâ

- ½ûÔĀ DirectDraw ¼ÓĒÛ½«Ī¬Ē±½ûÔĀ Direct3D ¼ÓĒÛĪĒ

Ô²¿ĒÔÔĒÈĪ¿úÔĒ DirectDraw

È«ÆĀÓĪÔĀ³ĪĐðĒēòĀμĀ¼āĒĒÓÆ÷ĒĈĐĀÆμĀĒĒ;ĒÖ»ÓĐÔÚĀ³Đ©ÓĪÔĀ³ĪĐð³öĪÔĪÔÊ¾ĪĒĪāĒ¬²ĈĀÛĒ·ĒĪ,ĀÓĪÔĀ³ĪĐðĒēòĀ
ĀĒĪĪĐĐ§μĀĒĒĈĐĀÆμĀĒĒĒ±Ē¬²Ā¿ĒÔÔ²ĒÓĀĒĒĪĪ~ēĒ©ĪĒ

► ĒēÖĀĒÈĪ¿úĒĈĐĀÆμĀĒĒ°

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬¬μŸ»÷Ī°OverrideĪ±°ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±ĪÔ»°¿òĒ¬ŨĪÔñ±à¼¿ò²ĈĪ¹¼āĒĒÓÆ÷¼üĒēÓĐĐ§μĀĒĒĈĐĀÆμĀĒĒ;Ē¬ĒĒ±
Ē¬ĪĪ°Override ValueĪ±ŨĪĪĪ°ĀŸ½«±»×ÔĪ¬ŨĪÔĐĪĒ
3. μŸ»÷Ī°Ē·ĪĪĪ±ĪĒ

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

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬¬μŸ»÷Ī°OverrideĪ±°ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±ĪÔ»°¿òĒ¬ŨĪÔñĪ°Ā¬ĒĪÔμĪ±ŨĪĪĪ°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°ŒŒŒŒ¼p³§ÊİÄıİµ£¬ŒŒ»ñÊı×İĐÂµÄÇýŒ³İĐð;£

DirectX º²×º³İĐð»¹İ¹©Œ»,ðŒŒŒŒ½ûŒŒ D3D Ó²¼p¼ŒŒŒµÄ, Œıçð£¬Œ²ĐíÄúı´ıŸŒıŒı³¼ßŒŒŒºçðŒŒİê³Ê´Êİı½ûŒŒı££

£¬²İ¼û Èı´ıÄ¬ÈİĐĐİı;££©

±£´æÐÃĬ

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

▪ μŲ»÷ĵ°±£´æËùÓÐÐÃĬ£ĵ±°´ÁŲĵ£ËùÓÐÒ³μÃÐÃĬ£Ų¼½«±£´æμ½ÓÃ»§ËùÑĵĬ»ÖÃ°ĬÃû³ÆμÃĬ¼þÀĭĵ

ŲÔÓÚÊ¹ÓÃ´Ê¹¼ßμÃĴ·£ÉĬ°æ±¼μÃËĬ¼þĴ·£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»,öÃûĬ Dxinfo.txt μÃĬ±¼Ĭ¼þ£-Ĭ-Ê±ĬÖÊ¼ÔÚ¼ÇÊÃ±¼´°ĴÜÖÐĵ£ÊĬ¼þ³»½ö°ü°²ÉÓÃÉĬö·½·¨ÊÖ¼¯μÃÐÃĬ££-»¹°ü°-ËùÊäÊëμÃ,öËËÐÃĬ£°ĬÆäËËÐÃĬ£ĵ

Èç¹ûÈ·È¹³ôĬÖµÄîÊîâÖë DirectX ×é¼p»òÇÿ¶³¹ĐòÔĐ¹Ø£ÇëÖë Microsoft ¼¼ÊôÖ§³ÖÁ¹µ£²¹¼û Microsoft(R)
Windows(R) °iÔûµÄÖÊÄÑ²â ð£¶¹ÇĬÖÖÚÊ¹ÖÃ,ÃÖï¶¹¼¼ßµÄçª·£É¹°æ±¼¼øĐĐÊ¹¼pçª·µµÄÊËÖ±
£¬çÉÓÔĬ¹ýµç×ÓÓÊ¼p±¬,æîÊîâ;£

$$\sqrt[7]{E} \mu \tilde{A}^{\frac{1}{2}} \delta \hat{E} \hat{O} \tilde{A} \acute{O} \acute{U} \sqrt[7]{E}^{10} \frac{3}{4} \beta \mu \tilde{A}_c^a \cdot c E^{10} x^{\frac{3}{4}}; F^2 \gg \hat{E} \hat{O} \tilde{A} \acute{O} \acute{U} \ddot{U} \circ \eth O \tilde{A} \gg s; F$$

1. ÔÚ¡°Still Stuck?¡±Ô³ÖÐµ¥»÷¡°±´”,æ¡±¡£
2. ÎÐ´¡´´í6±´”,æÐÃ¡¢¡±¡¶Ô»°¿òµÃËùÔÐÃà¹Ø¿·Ö£-È»°óµ¥»÷¡°·£Ë¡¡±¡£
3. ½«³öïÖÖ»ìðíùí££-·øðËù
´´½´´µÃÃ±¾ÃÃ¼þµÃ£ÖùÃ·¾ÔÔ¼°µç×ÓÓÊ¼þµØÖ·£££¼ÇÃµç×ÓÓÊ¼þµØÖ·£µ¥»÷¡°Ë·¶¡±¡±¡£Ëæ°6£-Dxinfo.txt
ÃÃ¼þ½«±»¼°ÇÊÃ±¾¡±´ð¿¡£
4. ´Ó¼°ÇÊÃ±¾¡±µÃ¡°±à¼¡±²Ëµ¥£-Ñ¡Ôñ¡°Ë«Ñ¡¡±£-È»°ðÑ¡Ôñ¡°,´ÖÆ¡±£-½«Ë²¿ÄÚÊÝ´,´ÖÆµ½¼ðìù°ãÖÐ¡£
5. ÔÚÓÊ¼þ³ÐððÀì´½«ÐÃÓÊ¼þ£-²¿½«¼ðìù°äµÃÃÚÊÝÖ³ìùµ½ÓÊ¼þÖÐ¡£Ó´µÚ 3 ½«ÖÐ¼°ÇÊÃµØÖ··£Ë¡ÓÊ¼þ¡£

