

μΨ»÷¡°ıÖúÖ÷İâ¡±¼´ĲÉ³öİÖ°ıÖúÖ÷İâÁĐ±ıĲ

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´ðÖş³Ŭµç»°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±ÊäÊë½²¹µä¼¬ÖĐÔÚÃ³,öŦİİŦ¿İ·ÉİÊ±£¬°İð×ó¼Ÿİ·¼ü»ðİòÓÔ¼Ÿİ·¼üİ£

×«Òâ

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

×«ÒàÊĀî

Èç¹ûÔÊÐÐ DirectX Ó'ÓĀ³İÐðÊ±³õİÔİÊİâ£¬DirectX ŌiŦİ¹ı³¼ßçÉÒÔ°ıÖúĀúÔÒ³ö²úÉúİÊİâµĀ,ùÔ´;£İĀĀæÊÇÒ»Ð©ÐèÒª×«ÒâµĀİÊİâ£°

- **DirectX ×é¼p°æ±¾´ıĭó;£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·Ô»İ¬²×°£¬¬ñÔð£¬½«´ó´ó½µµİÓ'ÓĀ³İÐðµĀÔÊÐÐÊÛŦİ££¬Ê¹ÆăÔŦŦİµİÓÚÔÚ×é¼pĀăÊÛ°æİĀµĀÔÊÐÐÊÛŦİ;£
- **İ´¾Ê·ÊİµĀÇýŦ³İÐð;£ÔÚ;**°DirectX ÇýŦ³İÐð;±Ò³µĀİĀ¼pĀÐ±İÖÐ£¬²éÔÒ±ê¼Çİªİ´¾Ê·ÊİµĀÇýŦ³İÐð;£ÆăÊÛİÊİâ»ăİÔÊ¾ÔÚ;°İÔÊ¾;±;çı°ÉùÔð;±°İı°ÊăÊë;±Ò³µĀı°×«Òâ;±²ç·Ö;£İ´¾Ê·ÊİµĀÇýŦ³İÐðÊÐİ´ÓÉ Microsoft Óë×İÐĀ°æ±¾µĀ DirectX ½ðÐÐİêÊ«¼æÊŸÐÔ²âÊÔı£
- **Ê±ÊÛÔ²¼p¼ÓÊÛ;£Êç¹ûĀ»**ÓÐ DirectDraw(R) »ð Direct3D(R) Ô²¼p¼ÓÊÛ£¬ÓÐÐ©³İÐðÔÊÐÐÊÛŦİÊ°ÛĀý£¬ÊðŌĀİp··ÔÊÐÐ;£ÔÚ;°İÔÊ¾;±Ò³µĀı°DirectX ¹ĀÛı±£¬²éç´ DirectDraw »ð Direct3D Êç·ñ±»±ê¼Çİªı²»ĀÛ¼ÓÊÛ;±;£Êç¹û±»±ê¼Çİªı²»ĀÛ¼ÓÊÛ;±£¬Çèç¼ĀÇÓ²¼pÊý¼Ŧı£
- **Êè±,İ´Ā¬½Ó;£Êç¹ûÓİİ·,Ê»ðÆăÊÛÊăÊèÊè±,Ā»**ÓÐİİÓ;£¬çÉĀÛÊçÔðİª²×²»ÖýÊ·;£ÇèÊ·Êİ DirectX ŌiŦİ¹ı³¼ßµĀı°ÊăÊë;±Ò³ÖÐÊç·ñŌŦ°ü¬,ĀÊè±;£Êç¹û²»°ü¬£¬Çèİ´ıç;çØŌÆĀæª;±İı¼Ó,ĀÊè±;£

²âÊÔ DirectX ×é¼p

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

µ¥»÷ı²âÊÔı±´Å¥£¬ÔÄ¶İİÔÊ¾µÄÊÎ°İĐÄİ££¬¼àÊÔ»ò¼àİý²âÊÔıý³İı£²£ÈÄ²âÊÔıý³İÔ»Ô±ŃÓĐøİÄÈ¥
£¬Ô±µ¼²öİÖİáÊ¾ĐÄİ££¬ŃİÊ²âÊÔÊÇ·Ń³É¹ıı£ÈÇ¹û»Ø´ðı²»»ı±£¬½«²»ÔŰ½øĐĐ²âÊÔı£

¶İÔÓÚ

DirectMusic£¬Ö»Đè½øĐĐÔ»´İ¼òµ¥µÄ²âÊÔı£ÈÇ¹ûÄú¶İÔÖä¶İÔòÀÖµÄÖýÈ·²¥·Ä,Đµ½ÄúÔâ£¬»òÖßÈäÈ»Ä»ÓĐÖýÈ·²¥·Ä
µ«ÄúÔ²¾òµÄ¿ÉÔÔ£¬Ö»Đèµ¥»÷ı²È·¶İı±ı£

±£´æĐÄİ££±²£²»°ü²âÊÔ½á¹ûı£

Èᵢ´úĀ-ÈĪĐĐĪ°

ÔÚĪμĪ³ĒĪ°²×°μĀĀ¿,öĪÔÊ¾Ēē±,μĀĪ°ĪÔÊ¾Ī±Ô³ÖĐĒ¬μŸ»÷Ī°½ûÔĀĪ±°´ĀŸĒ¬½ûÔĀ DirectDraw »ò Direct3D
Ó²¼þ¼ÔĒÛĒ¬ÈÇ¹ûÓĐ¼ÔĒÛ¹ĀÛμĀ»°Ē©;Ē½ûÔĀ¼ÔĒÛÔ®°óĒ¬¼ÔĒÛ¹ĀÛÔÚ¹Ø±Ö DirectX ÔĪĪ¹¼³¼ß°óÔĀÈ»±
Ē³Ô½ûÔĀĒ¬ÇÔĪÔĒĪ°ĪÔĪÔĀ³ĪĐð¶¼ĪĐĐ§ĪĒÔ°ÔĐĀĀÆóÔĀÓ²¼þ¼ÔĒÛĒ¬ÇēμŸ»÷Ī°ÆóÔĀĪ±°´ĀŸĪĒ

×ĈÔâ

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

Ò²¿ĒÔÔÈᵢ´úÓĒ DirectDraw

È«ÆĀÓĪÔĀ³ĪĐðĒēòĀμĀ¼àĒĒÓÆ÷ĒĈĐĀÆμĀĒĒ;ĒÖ»ÓĐÔÚĀ³Đ©ÓĪÔĀ³ĪĐð³òĪÔĪÔÊ¾ĪĒĪāĒ¬²ĈĀÛÈ·ÈĪ,ĀÓĪÔĀ³ĪĐðĒēòĀ
ĀĒĪĐĐ§μĀĒĒĈĐĀÆμĀĒĒĒ±Ē¬²Ā¿ĒÔÔ²ĒÓĀ´ĒĪ¬ēĒ©;Ē

► ĒēÖĀÈÈᵢ´úĒĈĐĀÆμĀĒĒ°

1. ÔÚĪ°Still Stuck?Ī±Ô³ĒĒĒ¬μŸ»÷Ī°OverrideĪ±°´ĀŸĪĒ
2. ÔÚĪ°Override DirectDraw Refresh BehaviorĪ±¶ĪÔ»°¿òĒ¬ŨĪÔñ±à¼¿ò²ĈĪ¹¼àĒĒÓÆ÷¼ûĒēòĐĐ§μĀĒĒĈĐĀÆμĀĒĒ;Ē¬ĒĒ±
Ē¬ĪĪ°Override ValueĪ±ŨĪĪĪ°´ĀŸ½«±»×Ô¶¬ŨĪÔĐĪĒ
3. μŸ»÷Ī°È·¶ĪĪ±ĪĒ

► ÈᵢĪûÈÈᵢ´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¬ÈĪÔμĪ±ŨĪĪĪ°´ĀŸĪĒ
3. μŸ»÷Ī°È·¶ĪĪ±ĪĒ

»¹ÔÇý¶³ÌÐð

ÔÚÓÐÐ©ÄäÖÃÎÄ£¬DirectX(R) Öï¶¶¹±¾ÐÔÊÐíÓÃ»§»¹Ô-

½ÏÔÇµÄÒðÆµ°ÍÊÓÆµÇý¶³ÌÐð;£ÖâÒ²ÐíÊÇ¹½â¾öÇý¶³ÌÐð²»¼æÈÝÊÎâ×¹°ÃµÄ°ì··;£

ÈÇ¹û;°Still Stuck?;±ÊðÐÔÒ³ÊÏöÏÖ;°Restore;±°´Ã¥£¬Ôð¿ÊÒÖµ¥»÷´Ê°´Ã¥ÔÊÐÐ DirectX °²×³ÌÐð;£

DirectX °²×³ÌÐðÓÐÄ¹½,ö°´Ã¥£¬¼´;°Restore Audio Drivers;±°Í;°Restore Display Drivers;±;£µ¥»÷ÆäÔÐÊÎÒ°

´Ã¥¶¼½«»¹ÔÔÛÏµÏ³ÖÐ²×° DirectX Ê±±»»ìæ»»µÄÇý¶³ÌÐð;£ÈÇ¹ûÃ³,ö°´Ã¥±»½ûÓÃ£¬Ôð±íÃ÷Ã»ÓÐ¿ÊÒÒ»¹Ô-

µÄÇý¶³ÌÐð;£Óðµ½ÖâÖÇ¿é¿öÊ±£¬Ó¹Ó«Ó²¼þ³§ÊÎÄ¹µ£¬ÒÒ»ñÊ;×ÐÂµÄÇý¶³ÌÐð;£

DirectX °²×³ÌÐð»¹á¹©Ò»,ðÓÃÓÚ½ûÓÃ D3D Ó²¼þ¼ÓÊÛµÄ, Ñì¿ð£¬Ò²ÐíÃúí¹ýÖï¶¶¹±¾Ð¶Ô»°¿ÒÑíê³Ê´ÊÏ½ûÓÃ;£

£¬²Ï¼û È;´ûÄ¬ÈÏÐÐ¹;££©

±£´æÐÃĬ¢

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

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

ŲÔÓÚÊ¹ÓÃ´Ê¹¼ßµÄĴ·¢Éĭ°æ±¼µÄËĭ¼þĴ·¢Öß£¬ÔðĴÉÒÔ£°

▪ ÔÚĵ°Still Stuck?ĵ±Ò³ÉĬ£¬µŲ»÷ĵ°±¨,æĵ±£¬½«³öĬÖĵ°Ĭó±¨,æÐÃĬ¢ĵ±ŲÔ»°Ĵòĵ£ÊäËËËùÓÐ±Ø°Êŷ¼Ŷ£¬µŲ»»÷ĵ°·¢ËĬĵ±ĵ£½«ÔÚÁÙË±ÃĴÂ¼£¬ÁŷËÇ£¬C:\Windows\Temp£©ÖÐ´½¨Ö»,öÃûĦ Dxinfo.txt µÄĬ±¼Ĭ¼þ£¬Ĭ¬Ê±ĬÖÊ¼ÔÚ¼ÇËÂ±¼´°ĴÜÖÐĵ£ÊĬ¼þ³»½ö°ü¬²ÉÓÃÉĬÊö·½·¨ÊÖ¼¯µÄÐÃĬ¢£¬»¹°ü¬ËùÊäËËµÄ,öËËÐÃĬ¢°ĬÆäËËÐÃĬ¢ĵ£

Èç¹àÈ·È¹³à¹ÖµÀÊÊÊàÖè DirectX ×è¼p»ðÇç¹³¹³ÐðÐÐ¹Ø£ÇèÖè Microsoft ¼¼¼èðð§³ÖÀ¹¹µ£¹³¹¼µ Microsoft(R)
Windows(R) º¹Öµ¹ÀèÈÀÑ¹²à¹ ð£¹¹£¹ÖÖ¹Ê¹ÖÃ, Æ¹Ö¹¹¹¹¼µ¹Àç¹·. ÇÈ¹²æ±¼¼¹ðÐÐÈ¹¼pç¹·. ÇµÀÈÈÖ±
£¬çÈÖÖ¹¹ýµç×ÖÖÈ¹¼p±¹·, æÊÊÊà;£

▪ ˆËËµÃ÷½öÊÊÓÃÓÚˆË¹¾¼ßµÄ;ª.¢Ê¹°æ±¾;£²¢²»ÊÊÓÃÓÚËùÓÐÓÃ»§;£

1. ÔÚ¿°Still Stuck?¿±ò³ÖÐμ¥»÷¿°±“,æ¿±¿£
 2. ÎĐ´¿°í6±“,æĐĀİ¿¿±¶Ŏ°¿¿òµĂËùŎĐĪà¹Ø¿·Ö£-È»°óμ¥»÷¿°·¢ĒÍ¿±¿£
 3. ½«³õİŎŎ»İõİũİ¢£-∇,ø³õËù
 ‘‘½”µĀĬĀ±¾ĬĀ¼þµĀİēŎĪÂ·¾¶ŎŎ¼°µç×ÓÓÊ¼þµØŎ·¿£Çë¼ÇĬĀµç×ÓÓÊ¼þµØŎ·¿£μ¥»÷¿°Ë·¶¿¿±¿£Ēæ°ó£-Dxinfo.txt
 ĬĀ¼þ¼±«¿¿°¼ÇÊĀ±¾¿±“ð¿”¿£
 4. ´Ŏ¿°¼ÇÊĀ±¾¿±µĀ¿°±à¼¿±²Ëµ¥£-Ñ¿Ŏñ¿°Ë`Ñ¿¿±£-È»°õÑ¿Ŏñ¿°,´ŎÆ¿±£-½«È`è²¿ÄÚÉÝ,´ŎÆµ½¼ðİùªŎĐ¿£
 5. ÓÚŎÊ¼þ³İĐðÀì´½”ĐĀÓÊ¼þ£-²¢½«¼ðİùªµĀĀÜÉÝŎ³İµµ¼ÓÊ¼þßŎ¿£°µÚ 3 ¼¼ŎĐ¼ÇĬĀµĀµØŎ··¢ĒİŎÊ¼þ¿£

