

Microsoft(DirectX(3 ffffffŠ”fff

„ffffff, <□,,,,, □•, □—
□,,,•□,,,,,,□,,□•’,%Ž—□—

n, —, <%,,,, “< <Š“,,,,,•Ž •—,• “,,,,,
Microsoft , ,ffffff,< ,,,, ffff fff,“<,,, ’,“< • ’ © ,,’“ —
©,•Ž,,, ,ffffff, Microsoft , —, <%,,,, “< • ’ © ,,’“ —©, <%,—
,,,,,

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Microsoft ActiveMovie Direct3D DirectDraw DirectInput DirectPlay DirectS
ound DirectX MS-DOS Win32 Windows ,,Windows NT, • Microsoft
Corporation,• ,,,,’, ,,,, •,,,

,,’, •—,%Ž—,ŠŽ, •,,,

‘4

DirectPlay
μDirectPlay,,, §
DirectPlayf fffff §
Direct©ayfff fff §
DirectPlayLobbyfff fff §
f ff fffff §
DirectPlay,Š— §
fffffŠ— §
ffffŠ— §
ff fŠ— §

.....	
f□fŠ—.....	§
ffff fff f,Ž—.....	§
“Š.....	§
DirectPlayffff.....	§
DirectPlayf fff 3,%o, ,,,,?.....	§
DirectPlayfff ffff,Š—.....	§
IDirectPlayfff□ffff.....	§
IDirectPlay2fff ffff.....	§
IDirectPlayLobbyfff□ffff.....	§
DirectPlayff ffff.....	§
ff□ffff 1: ff ,Ž—,, ‘.....	§
ff ffff 2: fffff ffff,Ž—,, ‘.....	§
DirectPlayffffff.....	§
Š	§
f ffffŠ	§
IDirectPlay2.....	§
IDirectPlayLobby.....	§
“.....	§
ffff fff f.....	§
•’.....	§

DirectPlay,,,

Microsoft Windows®fff ffff ffff—,Microsoft®

DirectPlay®ffff□fff□ffffff□fff□ffff (API)

, ffff fff,,,' f ff,,ffff,' %o,,ffffff fff ffff,, DirectPlay

, fffff f,ffffff ,,,ffffff f ff,^,,,' •-

, ffff□fff,,,, ff f f ,,'<,,ffffff,,,,

fff ffff,,,' ,,,ffffff fff “,f f , ,,,<-

,,,,,,,,, f fff ffff f, %o<,,f f,ffffff f,,—

„□'ffffff,Ž,,,,,□DirectPlay, ,,,Š ‘•-^,‘ ,,- Ž, , -Š,^”%o

,,’ <,’<, DirectPlay,—,, ‘—, ‘•-ffffff,, ,Ž,‘<, —

,ffff fff, , ,,,‘—’,,,,,□

DirectPlayf□ffffff

DirectPlay,□'Ž'□fff,Ž—,, fffffff ffff fff,—<,'%o

,, 'API,ffffff,, DirectPlayf fffff, DirectPlayLobby DirectPlay Dir

ectPlayf ff fffff,,fff□fff,,□□□□Ž,□□□□fff□fff,□,,,%o

„fff ffff,ŠŒ,Ž,,,

..... §

„ffffff, ,,,fff fff,,,,^”“ , • , -,,

•.....DirectPlayfff fff

•.....DirectPlayLobbyfff fff

•.....f ff fffff

DirectPlayfff□fff

DirectPlay,Microsoft,,,'<, ffff fff,<'fff ffff,ŒŠ,,

DirectPlayfff ffff, •Ž,, ”^,' fff,Š—,,,-

,“Ž,fff, DirectPlayf ff fffff,“•,%o•,□ DirectPlay,—

„ffff□fff,□'□”,fff□fff,”—

,,, ,,”<,'fff,ffff f ,,,ffffff f ff,,,'<,,•—,,

DirectPlay, f f,ffff ,ffff f,,,,, DirectPlayf ff fffff,““Œ ,, fff

f□fff,□DirectPlayffffff,Œ,,ffff,, DirectPlayffffff, Ž—

%o”,DirectPlayf ff fffff,,Œ,’ , “,,f ff fffff, fffff f.fffff,,

Ž,,,

DirectPlay API, COMfff□ffff,'fff□fff,ŒŠ,,,

DirectPlayf fff3,, IDirectPlay2,,IDirectPlay2A,,,,fff ffff,—

,, IDirectPlay2A,ANSI•Ž—

,Ž,,,' IDirectPlay2,, ,,,DirectPlay “,Unicode•Ž—,Ž,□

IDirectPlayfff□fff,□DirectPlayf□fff1,2,□,,,ffff fff,%oŒŠ ,,,f

ffff,fff ffff,,—^,,,, ANSI•Ž—,,Ž—,,

ffff fff,,,,DirectPlayffffff,ffffff, , ,fff fff,• ,fff,Š—

,,,,□„ffffff’,,,,,’□,Ž , fff fff,Ž,, DirectPlayffffff,,,’ ,Œ,,’

, , fff f,Ž ,Œ DirectPlayffffff, f ff,ffff fff, ,,,,,ffff,,

,fff f,□,•—,, • , fff f ff ,’%o,,

,,f fff,DirectPlay, ff f ff,f f fffff,ff f,,

,, ,,,ffff, fffff’,,,,,ffff,,fff f,’ ,,,,,□ fffff□fff, fffff,%o

,, ,ffff f’, , ,ffff,ff f, ,,,,,ID” ,Š,“,, Š”Ž, fffff f f

fff,f f, Œ,,,,, fffff f f fff,, ,,,fff□f,fff□fff□f□f

□f¥ffff,’,, ,f f ffff, “ ,ffffff ffff,fff f,“,, —

,f fff,DirectPlay,, ffff fff f f,ff f,—’,,

DirectPlayLobbyfff fff

DirectPlayLobby, IDirectPlayffff, ,,,, ,,,, ffff ff fff ff
 f,,, ' ffff ff fff fff, %Ž—
 ,,ff fffffff fffffff,Š,,, ff fffffff fffffff,f f,ffff f ,“ ,
 ff□f f , ' ,, f f, ff fffffff,Ž',,,,f f fff ffff,,, 'ffff,
 Ą,,,f f fffff,Ž%
 ,,,,,,, ffff ff f,ffffff,ŠŽ,,,,,Ą,,, ff fffffff,,,,ffff□f□,ffff
 □fff,ŠŽ, f ff fffff,'fffff,, ',,,•—, •,'Ą,, DirectPlayLobby
 APIŠ ,,, ',, ŠŽ%”,,,,DirectPlayffff fff, ff %”,Ą,,, ,, DirectP
 layLobby, fffff, 'ffff fff,ff fffffff,' ,,, ffff fff, —
 ,ff fffffff,',,,,,ffff,—^,,,,
 ff□ffffff, IDirectPlayLobby::EnumLocalApplicationsffff,Ž—,□f□f
 DirectPlay
 DirectPlayEnumerate

IDirectPlayLobby::RunApplication の

DirectPlay

IDirectPlayLobby::CreateAddress

IDirectPlayLobby::EnumAddress

DirectPlayLobby の

IDirectPlayLobby::SendLobbyMessage

IDirectPlayLobby::ReceiveLobbyMessage

IDirectPlayLobby::RunApplication

IDirectPlayLobby::SetLobbyMessageEvent

IDirectPlayLobby

IDirectPlayLobby::GetConnectionSettings

□f',,,,,,□,,,•□,,,□IDirectPlayLobby::SetConnectionSettings

の

IDirectPlayLobby::Connect の

IDirectPlayLobby::GetConnectionSettings

IDirectPlayLobby::Connect

1 DirectPlayEnumerate

2 DirectPlayCreate IDirectPlayLobby::Connect

DirectPlay

)

3 IDirectPlay2::EnumSessions のの

4 IDirectPlay2::Open

)

DPSESSIONDESC2 DPSESSION_MIGRATEHOST
の
DPSYS_HOST ¥

DirectPlay

の

IDirectPlay2::CreatePlayer IDirectPlay2::DestroyPlayer ののの

DirectPlay ID DirectPlay DirectPlay
ID DirectPlay

IDirectPlay2::EnumPlayers IDirectPlay2::Open のの
IDirectPlay2::EnumPlayers IDirectPlay2::GetPlayerCaps

IDirectPlay2::SetPlayerName

の
DPMSG_SETPLAYERORGROUPNAMEERORGROUPNAME
IDirectPlay2::GetPlayerName

のIDirectPlay2::Send 1 1

IDirectPlay2::CreateGroup IDirectPlay2::DestroyGroup ののの
“,—,□ffff□fff,^□,□Z—□,Š,“,,,,,,□DirectPlay,ff□ ID
IDirectPlay2::AddPlayerToGroup

IDirectPlay2::DeletePlayerFromGroup
DPSESSION_NEWPLAYERSDISABLED

IDirectPlay2::EnumGroups
IDirectPlay2::EnumGroupPlayers

IDirectPlay2::SetGroupName ¥
IDirectPlay2::GetGroupName

IDirectPlay2::Send ID ID DPID_ALLPLAYERS
DirectPlay の IDirectPlay2::GetCaps の

IDirectPlay2::Receive2::Receive

の

IDirectPlay2::GetMessageCount

DirectPlay

の

DPID_SYSMMSG

の

32

DPSYS_

□□□□□□□□

□□□□□□□□

の DirectX™ 3

DirectPlay

DirectPlay DirectPlay 2 の

IDirectPlay2::SetPlayerDatafff,—

□□□□□□□□

の

IDirectPlay2::GetPlayerData 1

□□□□□□□□

IDirectPlay2::SetGroupData

IDirectPlay2::GetGroupData

の

IDirectPlay2::Receive

ID DPID_SYSMMSG

の dwType

IDirectPlay2::Receive2::Receive

DPMSG_GENERIC

DPSYS_

dwType

DPMSG_

の

dwType

DPSYS_ADDPLAYERTOGROUP

DPMSG_ADDPLAYERTOGROUP

DPSYS_CREATEPLAYERORGROUP
DPMSG_CREATEPLAYERORGROUP

DPSYS_DELETEPLAYERFROMGROUP
DPMSG_DELETEPLAYERFROMGROUP

DPSYS_DESTROYPLAYERORGROUP
DPMSG_DESTROYPLAYERORGROUP

DPSYS_HOST
DPMSG_HOST

DPSYS_SESSIONLOST
DPMSG_SESSIONLOST

DPSYS_SETPLAYERORGROUPDATA
DPMSG_SETPLAYERORGROUPDATA

DPSYS_SETPLAYERORGROUPNAME
DPMSG_SETPLAYERORGROUPNAME

IDirectPlayLobby::ReceiveLobbyMessage dwFlags
DPLAD_SYSTEM □□□○□□□
□ dwType
IDirectPlayLobby::ReceiveLobbyMessage
DPLMSG_GENERIC DPLSYS_ dwType

DirectPlay

○

○

Win32®,WaitForSingleObject\$,Ž—,,□

DirectPlay

DirectPlayLobby

の

DirectPlay

DirectPlay

DirectPlay

の

DirectPlay

DirectPlay

RIFFの

-
-
-

GUID

DirectPlay の

GUID

DPAID_ComPort

DPCOMPORTADDRESS

Ž,—,Ž',,,

- Ž,—,COMf f 1-4
 - f f f 100-256k
- ffff fff' 1-2
 - ffff 0—, 1-Š 2-€ 3-f f
 - ff Ć 0—, 1-xon/xoff 2-RTS 3-DTR 4-RTS/DTR

DPAID_Inet

"xxx.xxx.xxx.xxx" Ž,IPffff,,,"dplay.microsoft.com",,,,f f —,•, ASCII•Ž—

DPAID_Phone

“~” , ,Ć,•,,,, ASCII•Ž—

DPAID_ServiceProvider

„ffff, ,,f ff fffff,16fff,GUID
,,,,^,f ff fffff,“,fff,ffff f ffff,Ž,,,,,, ,
,ffff,—Ž,,,,,,,

ffff Ž•Ž ,16fff, GUID ,,,

DirectPlayf fff 3,%o, ,,,,,?

DirectPlayf fff3 API
, ^,f fff,DirectPlay, ,,,,,,ffff fff,,Š‘,ĆŠ
,, , f f,%o,• ,%o,,, DirectX 3
SDK,DirectPley,—
„ffff fff, fffff,,,,,, DirectX 3
SDK,‘,DirectPlay, ^,f fff,DirectPlay,,,,,AP
I,“ ,ff f,,
Dire

ctPlay 3 DLL のDirectX 2 の DirectPlay DLL
Dplayx.lib

DLL

IDirectPlay2 IDirectPlay2A

の

DirectPlay

-
- □□□□□□□□□□
-
- Unicode
- DirectPlay 2
-
- 1 の の の
- ff□f□ffff□f,□',□',",□“□

DirectPlay 3

- DirectPlay ID ID
DirectPlay 1

DirectPlay

-

DirectPlay 3

- DirectPlay
API
API
-

,ffff,, DirectPlay 3, ,,ffff IDirectPlay2fff ffff,^ ,,,,•—
,Ž ffff f,,DirectPlay,€,ffff,•-,,,, -, ^%o,ffff,Š,,,,

- ,,DirectPlay 3ffff

- IDirectPlay2fff ffff,^

„DirectPlay 3ffff

DirectPlayf fff3, ^%, „ffff,ff f,,

- IDirectPlay2::SetGroupData IDirectPlay2::GetGroupData

ff☒—

,f f,DirectPlayff fID,Š~•,,
ffff fff f ff,, ff f f f
ff f,Š~•,,,,,,

-

IDirectPlay2::SetGroupName,
„IDirectPlay2::GetGroupNam
e

–‘,ff f,Š~•,,

-

IDirectPlay2::SetPlayerData,,
„IDirectPlay2::GetPlayerData

ffff fff☒—

,f f,DirectPlayffffID,Š~•,,
ffff fff f ff,, ff f
f f ff f,Š~•,,,,,,

- IDirectPlay2::GetSessionDesc

fffff, ‚,fffff,“ ,Ž“,,

IDirectPlay2fff ffff,^

ffff fff,IDirectPlay2fff fff
f,^ ,,, Ž,ffff,Ž ,,•—
”

1

ffff fff,ff ffffff,“,,
,,,,,„ DirectPlay
ff ffff, Step2:
‘Š,Ž“ ,Ž ,,,

2

ffff fff,f ff fffff,—<,,,
, DirectPlayEnumeratef ff
ffŠ ,—, f ff fffff,Ž—
%o”,,,,,„ Ž—
%o”,,,, „f ff fffff,,Direct
PlayCreateŠ ,☒, , DirectPlay
Enumeratef ffffŠ ,ff ,•,,,,
„f ff fffff,ffff ,Ž ,,,,,

```

,,,,, f f,Ž,,fff,%o
,,,,,, Ć, ,, Ć,,, Releaseff
ff,Ž—
,,DirectPlayffffff,%o•, ,,f ff
ffff,fff,%o,,
3

```

```

IDirectPlay2 Unicode ,IDirect
Play2A ANSI fff fff,Ž“,,,
, IDirectPlayfff ffff,QueryIn
terfaceffff,Ć, , ,,,,,,fff f
fff,—^, ,, “,,,•Ž—,“ , ,•—
,,, Unicodefff ffff,, LPWS
TRCE, “fff,Unicode•Ž—
“, ,,,, ANSIfff ffff,, LP
STRCE, “fff,ANSI•Ž—
“, ,,,,
4 Š‘,API, ,, “,Ž,,,•—
, ,,,,• , , ,,,, Ž,f f,‘,,,
lp

```

DP->SetPlayerName(pidPlayer, lp.szFriendlyName, lp.szFormalName)

lpDP, IDirectPlayfff □ ffff,,,,, □ ^%o,,,,, □

DPNAME PlayerName, *lpPlayerName;

PlayerName.dwSize = sizeof(DPNAME);

lpPlayerName = &PlayerName;

lpPayerName->lp.szShortNameA = lp.szFriendlyName;

lpPlayerName->lp.szLongNameA = lp.szFormalName;

lpDP2A->SetPlayerName(pidPlayer, lpPlayerName, 0)

lpDP2	IDirectPlay2A	Unicode
	IDirectPlay2	

lpPayerName->lp.szShortName = lp.wszFriendlyName;

lpPlayerName->lpszLongName = lpwszFormalName;

lpDP2->SetPlayerName(pidPlayer, lpPlayerName, 0)

lpDP2 IDirectPlay2

5 の

• DPSYS_ADDPLAYER DPSYS_CREATEPLAYERORGROUP

• DPSYS_DELETEPLAYER DPSYS_DELETEGROUP の
DPSYS_DESTROYPLAYERORGROUP

• **DPSYS_DELETEPLAYERFROMGRP**
DPSYS_DELETEPLAYERFROMGROUP

6

DPSYS_SETPLAYERORGROUPNAME

DPSYS_SETPLAYERORGROUPDATA

7 DPSESSIONDESC DPSESSIONDESC2 DPCAPS

8 IDirectPlay2::EnumSessions IDirectPlay2::EnumGroups
IDirectPlay2::EnumGroupPlayers IDirectPlay2::EnumPlayers

9 IDirectPlay2::CreatePlayer の bEvent ののの DirectPlay の lpEvent のの
DirectPlay のの、,、 ,,,,ffff,‘,,,,,ffff, ,,,,,,

10 ffff,f f,^ —,,,,,DirectPlay,Ⓔ ,,,•—
,,ffff fff,, DPSESSIONDESC2 “,DPSESSION_KEEPAALIVEfff,ff
f,,

11

ffff, , DPSESSION_MIGRATEHOSTfff, ‘,,,,,ffff fff, ,,
,,,,, Ⓔ ,fff,fffff,”,, ,ffff f,fff,,,,, fff,‘,,,,“,f f,’<,,
, , fffff, Ž,,fff,fff, ,, DPSYS_HOSTffff fff f,ff f,%o
,,,,,, ffff fff f,fff,,,, ffff fff f,Ž— ,Ž ,,,

12 IDirectPlay2fff ffff, ,,ffff,,—%o,Ž—
,,, “, IDirectPlay2::SetPlayerData,IDirectPlay2::GetPlayerDataffff,,’•
—
,, ffff, ‘,,,,,ffff,ff fffff,f f, IDirectPlay2::Send,IDirectPlay2::
Receiveffff,—, ,Š,,,,,,,

DirectPlayfff ffff,Š—

DirectPlay, fff fff ffffff fff COM
,Š,,fffff,fff ffff, ,,,, COM, fff ffff,□—

□“,,ffffff f ffff,Š',,, OLEffffff,' fff,, ,, ”^, fff ffff
,',,,,,,Ž—,,,,,
^,f fff,DirectX,, DirectPlayffffff,,,,,fff ffff IDirectPlay,, ,,,,,
%o DirectPlay, ,,'—,' •,,,,,—,ffff,'<, ,,'>,'%o
,, Š',,,,,, Unicode,ANSI•Ž—
,ff f ff f ff, ,,,,ffff ',ff f,, ,,,,fff ffff,DirectPlay,'%o
,,
,,ffff,, ^%o,DirectPlay COMfff ffff,,,,,~“ , •,Š,,,,,

- IDirectPlayfff ffff
- IDirectPlay2fff ffff
- IDirectPlayLobbyfff ffff

IDirectPlayfff ffff

IDirectPlay COM DirectPlay 3のDirectX SDK
1 2 3 fff ffff,—, ,,ffff fff, ,,,,,, Š',,,,—
,,,, IDirectPlay2,IDirectPlay2A,, ,,,DirectPlayfff ffff,Ž,,,, ,,

IDirectPlay2fff ffff

DirectPlay, Unicode•Ž—ffff LPWSTR ,ANSI•Ž—
ffff LPWSTR ,<—',,, “,•Ž—ffff,'<,,,,, Unicode,ANSI•Ž—,—
•,ff f,, ,,,,•Ž—ffff,^,—',Ž,,,, ^”, ANSI•Ž—
ffff,"A",•Ž, ,, ffff fff, ,,,,IDirectPlayfff ffff,'<,,,,, Unicode,ID
irectPlay2, ANSI,IDirectPlay2A ,,,, “,“ ,•Ž—“, , , ,^•,—
Ž,,,,,,

IDirectPlayLobbyfff ffff

Ž,ffff,, IDirectPlayLobbyfff ffff,Š,,%o□•,Š,,,,,

- Unicode,ANSI,DirectPlayLobbyfff ffff
- ff %o”ffff fff,“~

Unicode,ANSI,DirectPlayLobbyfff ffff

DirectPlayLobby, Unicode•Ž—ffff LPWSTR ,ANSI•Ž—
ffff LPWSTR ,<—',,, “,•Ž—ffff,'<,,,,, Unicode,ANSI•Ž—,—
•,ff f,, ,,,,•Ž—,^,—',Ž,,,, ^”, ANSI•Ž—
ffff,"A",•Ž, ,, ffff fff, ,,,,IDirectPlayfff ffff,'<,,,,, Unicode,ID
irectPlay2, ANSI,IDirectPlay2A ,,,, “,“ ,•Ž—“, , , ,^•,—
Ž,,,,,,

ff %o”ffff fff,“~

DirectPlayLobby,,,,—<, ŠŽ,,,,ffff fff, ffff fŽ,Windows,fffff,,,,, •
,%o,,,,,, ,,,, ^%o,fffff f ,'<,,,,, "Application Name"
DirectPlayLobby のDirectSetup DirectXRegisterApplicationŠ ,Ž—
,,,,,,

[HKEY_LOCAL_MACHINE\Software\Microsoft\DirectPlay\Applications\Appli
cation Name]

"Guid" ffff fff,GUID

"Filename" Ž %o”,ffff—

```
"CommandLine"    •—, ffff fff,fffffff ffff
"Path"           Ž %”,ffff fff,ff
"CurrentDirectory" ffff fff,ŠŽ,,fffffff,ff
```

```
DirectPlayff ffff
```

```
„,ffffff,,□ff□,—,„,ffff□fff,□‘,,•- „,ff□,—,„□‘,,•-
„„, ffff□ff□ffff,□-
„„„„,ff□ffff,Š„„„,□LOBBYffff,□DirectPlayff□,—,„,ffff□fff,□‘,,•-, -
„„„ DIALOG
```

⊙

- 1: LOBBY
- 2: f,Ž—, ‘ DIALOG

```
ff
```

```
„„„,ff ffff,ffff ffff,C++, „„„, ,ffffff,Ž—
„„„ , fffff,‘„„ ffff,“ ;• ,%o
„„„„„„ „„„ fff ffff ffff,„vtable,thisffff,‘%o„„„„„„„
„„„„„„,C„„„COMffffff,ffff,Ž „„„
```

```
ff ffff 1: ff ,Ž—, ‘
```

```
IDirectPlayLobbyfff□ffff,Ž—„„„,ffff□fff,□f□f,Ž□◁,□‘□•,ffffff
LOBBY
```

- Step 1: DirectPlayLobbyffffff,
- Step 2: ‘Š◁, ‘
- Step 3: fffff◁ , ‘
 - Step 4: fffff, ‘
 - Step 5: ffff,

```
Step 1: DirectPlayLobbyffffff,
```

```
DirectPlayff <”Ž„„ „, DirectPlayLobbyCreateŠ ,⌘, „,DirectPlayLobbyfff
fff,ffffff, „ „,Š ,5,,fff f,Š„„„ ‘1 ‘3 ‘4fff f, —,Š’„„„—
„„„„ „,NULL, ‘, ‘2fff f,DirectPlayLobbyffffff,ffff,ffff,Ž’,, f
ffff, „„„ „,ffff,—,ffffff,^,Ž•„„„„„„ ‘5fff f, —,Š’„„„„—
„„„„ „,0, ‘,‘
```

```
Ž,—, DirectPlayLobbyffffff, •-„„„„„„
```

```
// ANSI DirectPlayff fff ffff,Ž“,,
```

```
hr = DirectPlayLobbyCreate(NULL, &lpDirectPlayLobbyA, NULL, NULL,
0);
```

```
if FAILED(hr)
```

goto FAILURE;

Step 2: 'Š,Ž'

DirectPlayLobbyfffff,□□,,Æ IDirectPlayLobby::GetConnectionSettings
ffff,Ž—

,, ff ,,•,, 'Š,Ž',, ,,ffff, DPERR_NOTLOBBIED,•,, ff ,,ffff
fff,ŠŽ,, ,, f f,Ž', ' ',,,,,,, '‰
,,ff ' ',, ffff fff, ff ,Ž",Ž,ff ,• ,,,,,,

^‰,—, ' ',Ž",•,Ž,,,

// ff ,, ' ',Ž',,

//

,,f□ff,DPERR_NOTLOBBIED,•,,□ff□,ffff□f
ff,ŠŽ,,□

// ,,□□□f□f,□',•—,,□

// □'□',fff,,Ž",□□ NULL

hr = lpDirectPlayLobbyA->GetConnectionSettings(0, NULL, &dwSize);

if (DPERR_BUFFERTOOSMALL != hr)

goto FAILURE;

// ' ',,fff,Š',,

lpConnectionSettings = (LPDPLCONNECTION) GlobalAllocPtr(GHND, dwSize);

if (NULL == lpConnectionSettings)

{

hr = DPERR_OUTOFMEMORY;

goto FAILURE;

}

// ' ',Ž',,

hr = lpDirectPlayLobbyA->GetConnectionSettings(0,

lpConnectionSettings, &dwSize);

if FAILED(hr)

goto FAILURE;

Step 3: fffff' , '

ffff fff,•—

,,ff," , ,, ',,,,,,Š",,,,, DPSESSINDESC2 "' ,,,,,, ,•—

```

, , IDirectPlayLobby::SetConnectionSettingsffff,Ž—
,, • ,, ‘ ’,%o,,
Ž,—,, fffff< , , ‘ ’,,•,Ž,,,
// ‘,—,fffff< , ,

// f f,Ž—,,fff, ‘ffff ,fff,,
lpConnectionSettings->lpSessionDesc->dwFlags =
    DPSESSION_MIGRATEHOST |
    DPSESSION_KEEPAKIVE;
lpConnectionSettings->lpSessionDesc->dwMaxPlayers = MAXPLAYERS;

// ,, ‘ ’,%o,,
hr = lpDirectPlayLobbyA->SetConnectionSettings(0, 0,
    lpConnectionSettings);
if FAILED(hr)
    goto FAILURE;

```

Step 4: fffff,, ‘

```

fffff< , ,, ’,,,, ffff fff, fffff, ‘,,,,IDirectPlayLobby::Connectffff,Ž—
—
,,,,,, ,ffff,DP_OK,•,, ,,,,,• ,ffff, ,,,,,,, ,ffff,DPERR_NO
TLOBBIED,•,,,, f f, ’ ”Ž“;“,,,,,, ffff,ffff f,,,,f ff fffff,
Ž•,,,, DirectPlayEnumerateŠ ,—,,,,,, ‘,%o
,,,ff ” ,, , ffff fff, ff ,Ž”,,,,Ž,ff ;• ,,,,,
Ž,—, fffff, ‘,—,Ž,,,
// fffff, ‘,, ANSI IDirectPlay2Afff ffff,•,
hr = lpDirectPlayLobbyA->Connect(0, &lpDirectPlay2A, NULL);
if FAILED(hr)
    goto FAILURE;

```

Step 5: ffff,□□

```

IDirectPlayLobby::Connectffff,,,,□□,ffff□fff,šŽ,,,,□,,,,,•□,ffff,
□□,,,,,,□ffff□fff, IDirectPlay2::CreatePlayerffff,Ž—
,,□DPNAME□“□IDirectPlayLobby::GetConnectionSettingsffff,,,,□’ ,,,,,□,Ž’ ,,-\,ff
ff,□□,,,,,,□
^%,ffff,□□•-,-,Ž,□
// □\□’,•,,,-\,ffff,□□,,□
hr = lpDirectPlay2A->CreatePlayer(&dpidPlayer,
    lpConnectionSettings->lpPlayerName,
    lpDPInfo->hPlayerEvent, NULL, 0, 0);
if FAILED(hr)
    goto FAILURE;

,,,ffff□fff,□\,,□fff□”,š—,,□
ff□ffff 2: fffff□ffff,ž—,,□\

```

```

ffff,ffffffffff,šž,,,,,□□,□f□f,□\□•,ž“,“–
,,,,,f□f,š,,,,,,□DIALOGffff,□^%,ffff,□ffffff,ž“,□\,,•–
,□,,,^□,ffff,□□,,•–,□–,□

```

- Step 1: f□ff□ffffff,←
- **Step 2: DirectPlayffffff,**
- Step 3: fffff,,ž%
- **Step 4: fffff,**
- Step 5: ffff,

```

Step 1: f□ff□ffffff,←
ž“,□\,š–
,,,,,`^•,□f□f,ffff□ffff,,,,'□“\,`\,←,,,,,□ffff□fff, DirectPlayEn
umerateš□,ž–,□f□fff□ffff□f□,ffff□f,,,,,f□f□ffffff,ž•,,,,,□
ž,–,□f□ff□ffffff,←•–,ž,,,,□
DirectPlayEnumerate(DirectPlayEnumerateCallback, hWnd);

```

```

DirectPlayEnumerateš□,`lfff□f,□DirectPlay,,,,,“~,,f ff fff
ff,–,f ffffš ,, ž,—, ,,f ffffš ,ffffff,,•–,,,,ž,,,,

```

```

BOOL FAR PASCAL DirectPlayEnumerateCallback(
    LPGUID lpSPGuid, LPTSTR lpszSPName, DWORD dwMajorVersion,
    DWORD dwMinorVersion, LPVOID lpContext)

```

```

{
    HWND hWnd = lpContext;
    LRESULT iIndex;
    LPGUID lpGuid;

```

```

// f ff fffff,–,fff ffff,š”,,,
iIndex = SendDlgItemMessage(hWnd, IDC_SPCOMBO, CB_ADDSTRING,
    0, (LPARAM) lpszSPName);
if (iIndex == CB_ERR)
    goto FAILURE;

```

```

// ffff fffGUID,—^, ,,
lpGuid = (LPGUID) GlobalAllocPtr(GHND, sizeof(GUID));
if (lpGuid == NULL)
    goto FAILURE;

```

```

// fff ffff,GUID,,fff,š”,,,
*lpGuid = *lpSPGuid;
SendDlgItemMessage(hWnd, IDC_SPCOMBO, CB_SETITEMDATA,
(WPARAM) iIndex, (LPARAM) lpGuid);

```

FAILURE:

```
return (TRUE);
}
```

Step 2: DirectPlayffffff,

```
f f,Ž—
,,f ff fffff,“,,, “,Š,,,DirectPlayffffff, , “ ,f ff fffff,ff
ff ff fŽ•Ž GUID ,Ž’,,,,,,□DirectPlayffffff, ,, DirectPlayCreat
eayCreateŠ ,Ž—
,, ,Š ,Ⓔ, ,,,, DirectPlay,“,,,f ff fffff,,,ffffff,f f, IDirectPla
yfff ffff,•,
```

```
IDirectPlayfff ffff, ,,f f, ,—,,,,,, ,,,•—
, ,DirectPlayfff ffff,,,IDirectPlay2,,,IDirectPlay2A,—
,,,,, ,,,,fff ffff, ’%o
,,,DirectPlay,‘<’,Š,,,, IDirectPlay2,IDirectPlay2Afff ffff,Ž“,,, Dir
ectPlayCreateŠ ,•,IDirectPlayfff ffff,QueryInterfacefff,Ⓔ, ,
Ž,—,IDirectPlayfff ffff, •—,Ž, QueryInterface,Ž—
,,IDirectPlay2Afff ffff, ,,,,
```

```
HRESULT CreateDirectPlayInterface(LPGUID lpguidServiceProvider,  
LPDIRECTPLAY2A *lpDirectPlay2A)
```

```
{
LPDIRECTPLAY lpDirectPlay1 = NULL;
LPDIRECTPLAY2A lpDirectPlay2A = NULL;
HRESULT hr;
```

```
// DirectPlay 1.0fff ffff,Ž“,,
hr = DirectPlayCreate(lpguidServiceProvider, &lpDirectPlay1, NULL);
if FAILED(hr)
goto FAILURE;
```

```
// ANSI DirectPlay2fff ffff, %o,,
hr = lpDirectPlay1->QueryInterface(IID_IDirectPlay2A,
(LPVOID *) &lpDirectPlay2A);
if FAILED(hr)
goto FAILURE;
```

```
// □□,,,fff ffff,•,
*lpDirectPlay2A = lpDirectPlay2A;
```

```
FAILURE:
if (lpDirectPlay1)
lpDirectPlay1->Release();
```

```
return (hr);
```

```
}
```

```
Step 3: fffff,Ž%
```

```
f f,Š‘,ffffff,Ž%,,,, IDirectPlay2::EnumSessionsffff,Ž—,Ž—  
%”,ffffff,—, f f,“Ž’,, , DPOPEN_JOINffff,Ž’,IDirectPlay2::O  
penffff,Ⓔ, , ,ffffff, ‘, fffff,—,‘, f ff fffff, fffff ffff  
,Ž,,f f, •,“—,—, , ,  
—%”,ffffff,—,•—,Ž,Ž,
```

```
// ,Ž—,ffffff,Ⓔ , ,
```

```
ZeroMemory(&sessionDesc, sizeof(DPSESSIONDESC2));
```

```
sessionDesc.dwSize = sizeof(DPSESSIONDESC2);
```

```
sessionDesc.guidApplication = DPCHAT_GUID;
```

```
hr = lpDirectPlay2A->EnumSessions(&sessionDesc, 0, EnumSessionsCallback,  
hWnd, DPENUMSESSIONS_AVAILABLE);
```

```
if FAILED(hr)
```

```
goto FAILURE;
```

```
IDirectPlay2A::EnumSessionsffff,‘3fff f, —  
%”,ffffff,—,f ffffŠ , , Ž,—, , ,f ffffŠ ,ffffff,•—,Ž,, ,
```

```
BOOL FAR PASCAL EnumSessionsCallback(
```

```
LPDPSESSIONDESC2 lpSessionDesc, LPDWORD lpdwTimeOut,
```

```
DWORD dwFlags, LPVOID lpContext)
```

```
{
```

```
HWND hWnd = lpContext;
```

```
LPGUID lpGuid;
```

```
LONG iIndex;
```

```
// fffff,“, ,
```

```
if (dwFlags & DPESC_TIMEDOUT)
```

```
return (FALSE); // Ž , ,
```

```
// fffff,—,fff,Š“, ,
```

```
iIndex = SendDlgItemMessage(hWnd,  
IDC_SESSIONLIST, LB_ADDSTRING,
```

```
(WPARAM) 0, (LPARAM) lpSessionDesc->lpszSessionNameA);
```

```

if (iIndex == CB_ERR)
    goto FAILURE;

// GUID
lpGuid = (LPGUID) GlobalAllocPtr(GHND, sizeof(GUID));
if (lpGuid == NULL)
    goto FAILURE;

// GUID
*lpGuid = lpSessionDesc->guidInstance;
SendDlgItemMessage(hWnd, IDC_SESSIONLIST, LB_SETITEMDATA,
    (WPARAM) iIndex, (LPARAM) lpGuid);

```

```

FAILURE:
    return (TRUE);
}

```

∞∞

```

//
ZeroMemory(&sessionDesc, sizeof(DPSESSIONDESC2));
sessionDesc.dwSize = sizeof(DPSESSIONDESC2);
sessionDesc.guidInstance = *lpguidSessionInstance;

hr = lpDirectPlay2A->Open(&sessionDesc, DPOPEN_JOIN);
if FAILED(hr)
    goto OPEN_FAILURE;

```

Step 4:

IDirectPlay2::GetCaps IDirectPlay2::GetPlayerCaps
の IDirectPlay2::EnumPlayers

の

DirectPlay

xe "DirectPlayCreate"§

DirectPlayCreate

HRESULT WINAPI DirectPlayCreate(LPGUID lpGUID,
LPDIRECTPLAY *lpDP, IUnknown *pUnkOuter);

DirectPlay

• **DD_OK** のの

CLASS_E_NOAGGREGATION

DPERR_EXCEPTION

DPERR_INVALIDPARAMS

DPERR_UNAVAILABLE

lpGUID

□□,,,f□ff□fffff,ž,ff□ff□ff□fž•ž□GUID ,,ffff
lpDP

—E,DirectPlayfff ffff, Š%o,,ffff,,ffff IDirectPlay2 Unicode•Ž—
 ,IDirectPlay2A ANSI•Ž— fff ffff,Ž“,,,,, QueryInterfaceffff,Ž
 —,•—,,
 pUnkOuter
 IUnknownfff ffff,,ffff ,,fff f, —
 ,COM %o<”,,CEŠ ,,,,’<, , CE ,DirectPlayCreateŠ , ,,ff
 NULL の f ,,
 ,,Š ,DirectPlayffffff, Š%o, , —
 ,, ,ffff,fff,, ffff fff, Š%o,’ , —
 %o”,f ff fffff,fff,”,,,,,DirectPlayEnumerateŠ ,CE, ,,,,, DirectPla
 yEnumerateŠ , DirectPlayCreate,lpGUIDfff f, ’,,
 ,,Š□,□IDirectPlayfff□ffff,,ffff,•,□CE の DirectX 3
 IDirectPlay2 IDirectPlay2A
 DirectPlayCreate IDirectPlay QueryInterface

DirectPlayEnumerate

xe "DirectPlayEnumerate"§

DirectPlayEnumerate

HRESULT WINAPI DirectPlayEnumerate(
 LPDPENUMDPCALLBACK lpEnumDPCallback, LPVOID lpContext);

LPDPENUMDPCALLBACK lpEnumDPCallback, LPVOID lpContext);

DirectPlay

• **DD_OK**のの

DPERR_EXCEPTION

DPERR_GENERIC

DPERR_INVALIDPARAMS

lpEnumDPCallback

DirectPlay

EnumDPCallback

lpContext

9
9
TAPI

xe "DirectPlayLobbyCreateobbyCreate(

```
LPGUID lpguidSP, LPDIRECTPLAYLOBBY *lpDPL,  
IUnknown *lpUnk, LPVOID lpData, DWORD dwDataSize);
```

```
DirectPlayLobbyfffff,fffff,□□,,□,,Š□,DirectPlayLobbyfffff,□Š%  
,□,□ffff,fff,,□
```

- □☒, DD_OK☒☒

CLASS_E_NOAGGREGATION

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

lpguidSP

```
—,,,—,,,, NULL,fff,,,,,,,,,
```

lpDPL

```
—☒, IDirectPlayLobbyfff ffff, Š%o,,ffff,,ffff
```

lpUnk

```
IUnknownfff ffff
```

```
„ffff „fff f, —  
,COM %o<“,☒Š „,,’<,,,, ☒ ,DirectPlayLobbyCreateŠ „ „fff f,NUL  
L^Š,’Ž’,,,,ff ,*,
```

lpData

Dir

ectPlayLobby

```
fff f, NULL,fff,,,,,,,,,
```

dwDataSize

```
„fff f,0,fff,,,,,,,,,
```

```
f ffffŠ
```


ntext
f ffffŠ ,“,,fffff
dwFlags
—,,,, ž—,,,,,

xe "EnumDPCallback"§
EnumDPCallback
BOOL WINAPI EnumDPCallback(LPGUID l

pguidSP,
LPSTR/LPWSTR lpSPName, DWORD dwMajorVersion,
DWORD dwMinorVersion, LPVOID lpContext);

DirectPlayEnumerateŠ ,ž—
,,ffff fff'<,f ffffŠ UNICODE,'<,,,,,,,,,, f ffffŠ ,fffff,lpSP
Name, LPWSTR Unicode 0 LPSTR ANSI, ,,,',,,
• —<,',, ,TRUE —,, ,FALSE,•,

lpguidSP
DirectPlayf ff fffff,ff fž•ž,ffff
lpSPName
ffff,ž,ž—
,ffff UNICODEffff,'<,,,,,,,,,, fff f,LPWSTRCE Unicode ,,,LPS
TRCE ANSI ,,,
dwMajorVersion and dwMinorVersion
ffff,fff ,,,fff f fff”
lpContext
ffff fff'<,ffffff,,fff

f ffffŠ ,•,,,,,,,,ffff,^ž“ ,,,,,, f ffffŠ “ ,,,—
☉,,, ffff ,•,•,—,,ff
□□□□

f f,ff□,□□,,f f,ffff;•‘,,,,,,,,□,,Š□“ ,lpguidS
P□lpSPName□lpData,^ž“ ,ffff,,□licationsCall
back

BOOL WINAPI EnumLocalApplicationsCallback(
LPCTSTR lpAppInfo, LPVOID lpContext, DWORD dwFlags);

IDirectPlayLobby::EnumLocalApplicationsffff,ž—,,ffff'<,f ffffŠ□□
• —<,'□□,TRUE□□—,□□,FALSE,•□

lpAppInfo


```

xe "EnumSessionsCallback2"$
EnumSessionsCallback2
BOOL EnumSessionsCallback2(LPDPSESSIONDESC2 lpThisSD,
    LPDWORD lpdwTimeOut, DWORD dwFlags,
    LPVOID lpContext);

```

IDirectPlay2::EnumSessionsffff,Ž—,ffff fff'<,f ffffŠ

- —<,',, ,TRUE —,, ,FALSE,•,

lpThisSD

—<,,ffff,•,DPSESSIONDESC2 0
 ,,fff f,,NULL,fff,,

lpdwTimeOut

Œ ,fff fff',Š,• ,,ffff %o“,,,fffff,fff fff',',,,, , DPESC_TI
 MEDOUTfff,•,,,,,fff f,ffff,.,.,.,.

dwFlags

' ,,fff,,0,fff,,

DPESC_TIMEDOUT

—<,fff fff',.,.,.,Ž, lpdwTimeOut ,fff, —<,',, ,TRUE —<,,
 FALSE

lpContext

ffff fff'<,ffffff,ffff

f ffffŠ,•,.,. 0000ffffŠ“„—Œ,,,ffff,•,•,—

„ffff fff',.,.,.,Š,lpThisSD,Ž“„ffff,„

,,lpThisSDfff f,Ž,,,' ,fff lpszSessionName /

lpszSessionNameA,, ,lpszPassword / lpszPasswordA,^Ž“„,,,,,,,,'^,,,,

IDirectPlay2

DirectPlayffffff,„,ffff fff,•, '\,.,.,. IDirectPlay2ff

f ffff, ffff, Ž—,„

IDirectPlay2Afff ffff, IDirectPlay2A, ANSI•Ž, Ž—

, IDirectPlay2, Unicode, Ž—,

IDirectPlay2

0 IDirectPlay2

IDirectPlay2

GetGroupData

GetPlayerData

SetGroupData

SetPlayerData

AddPlayerToGroup

CreateGroup

DeletePlayerFromGroup

DestroyGroup

EnumGroupPlayers

EnumGroups

GetGroupName

SetGroupName

Š%
Initialize

fff fŠ—
GetMessageCount

Receive

Send

CreatePlayer

DestroyPlayer

EnumPlayers

GetPlayerAddress

のの **DPSYS_DESTROYPLAYERORGROUP** の

IDirectPlay2::DestroyGroup, \checkmark —,, ffff fff f,fff,,,,ffff fff f, \checkmark
—, \checkmark ,,,

\checkmark □□IDirectPlay2::DestroyPlayer, DPMSG_DESTROYPLAYERORGROUP,
IDirectPlay2::Open

xe "IDirectPlay2\:\:CreateGroup"§

IDirectPlay2::CreateGroup

HRESULT CreateGroup(LPDPID lpidGroup,
LPDPNAME lpGroupName, LPVOID lpData,
DWORD dwDataSize, DWORD dwFlags);

☒ ,fffff,‘ ,fff,~—ff f, , ,

• ☒,, DD_OK の ,,,,,,•,

DPERR_CANTADDPLAYER

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

lpidGroup

DirectPlay ID の DirectPlay

lpGroupName

DPNAME の NULL

lpData

ID

NULL

IDirectPlay2::SetGroupData

☒☒

dwDataSize

lpData

☒

dwFlags

DirectPlay, DPMSG_CREATEPLAYERORGROUP, IDirectPlay2::SetGroupName, IDirectPlay2::DestroyGroup, IDirectPlay2::EnumGroups, IDirectPlay2::EnumGroupPlayers, IDirectPlay2::Send, IDirectPlay2::SetGroupData, IDirectPlay2::SetGroupName

IDirectPlay2::SetGroupData

DPNAME, DPMSG_CREATEPLAYERORGROUP, IDirectPlay2::DestroyGroup, IDirectPlay2::EnumGroups, IDirectPlay2::EnumGroupPlayers, IDirectPlay2::Send, IDirectPlay2::SetGroupData, IDirectPlay2::SetGroupName

xe "IDirectPlay2\:\CreatePlayer"§

IDirectPlay2::CreatePlayer
HRESULT CreatePlayer(LPDPID lpidPlayer,
LPDPNAME lpPlayerName, HANDLE hEvent,
LPVOID lpData, DWORD dwDataSize, DWORD dwFlags);

DPERR_CANTADDPLAYER

DPERR_CANTCREATEPLAYER

DPERR_GENERIC

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_NOCONNECTION

lpidPlayer

DirectPlayffffID,-, ,,, ,ffff ,',DirectPlay,,,'<, ,

lpPlayerName

ffff,-,'Ž,DPNAME " ,ffff NULL,ffff, Š- •,Ž,,,,,, , ,
hEvent

idGroup
ffff, ,,ff fID
idPlayer
ff f,, ,,ffff,ffffID
ffff, ,, の
,DPSYS_DELETEPLAYERFROMGROUPffff fff f, ,
,, ffff fff f,fff,,,,ffff fff f,Ž—,Ž ,,,
Ž IDirectPlay2::AddPlayerToGroup,
DPMSG_DELETEPLAYERFROMGROUP

xe "IDirectPlay2\:\:DestroyGroup"§
IDirectPlay2::DestroyGroup

HRESULT DestroyGroup(DPID idGroup);

fffff,,ff□f,□□,,□ ,,ff□f,‘,,,,ID,□E□,

- DD_OKのの
DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup
ID

DPSYS_DELETEPLAYERFROMGROUP
DPSYS_DESTROYPLAYERORGROUP

IDirectPlay2::CreateGroup, DPMSG_DESTROYPLAYERORGROUP

xe "IDirectPlay2\:\:DestroyPlayer"§

IDirectPlay2::DestroyPlayer

HRESULT DestroyPlayer(DPID idPlayer);

fffff,,ffff,□□,,□,,ffff^,,

- DD_OK の の

DPERR_INVALIDOBJECT

DPERR_INVALIDPLAYER

idPlayer

ID

DPSYS_DELETEPLAYERFROMGROUP

DPSYS_DESTROYPLAYERORGROUP ∞

IDirectPlay2::CreatePlayer, DPMMSG_DESTROYPLAYERORGROUP

xe "IDirectPlay2\:\:EnumGroupPlayers"§

IDirectPlay2::EnumGroupPlayers

HRESULT EnumGroupPlayers(DPID

idGroup,

LPGUID lpguidInstance,

LPDPENUMPLAYERSCALLBACK idGroup

ACK2 ffff,—,ff f,ff fID

lpEnumPlayersCallback2, lpguidInstance

LPVOID lpContext, DWORD §CE,,DirectPlayfffff,ffffff DPENUMPLAYE

dwFlags); RS_SESSIONfff,Ž',,,,,, ,fff f,NULL,fff,,

CE ,fffff,‘ ,ff f,,,,ffff,—, lpEnumPlayersCallback2

ff f',Šffff,,E, ,,EnumPlayersCallback2

-

DD_OK	Š	ffff
DPERR_EXCEPTION	lpContext	f ffffŠ ,“,,ffff fff’\,ffffff,,ffff
DPERR_INVALIDFLAGS	dwFlags	f ffffŠ ,dwFlagsfff f,“,,fff
DPERR_INVALIDOBJECT	DPENUMPLAYERS_SESSION	
DPERR_INVALIDPLAYER	lpguidInstance	,,Ž*,,,fffff“ff f,ffff,—\,,

’ ,ffff, Ć ,ffff,f ff ffff fff,Ž—
 ,,—\,,
 DPENUMPLAYERS_SESSIONfff,ffff ff
 ffffGUID,,Ž’,, fffff,fff,—\fff,’\,—\,,
 ,,ffff, IDirectPlay2::EnumSessions
 —\’,,Ć, ,, ,,, DPENUMPLAYERS_S
 ESSIONfff,Ž—
 ,, ,ffff,Ć, ,, IDirectPlay2::EnumSessi
 onsfff,Ć, ,,Ć,,IDirectPlay2::Close,,IDire
 ctPlay2::Openfff,Ć, ,,’, ,,, ,,,
 Ž ID

irectPlay2::CreatePlayer, IDirectPlay2::DestroyPlayer,
IDirectPlay2::AddPlayerToGroup, IDirectPlay2::DeletePlayerFromGroup

xe "IDirectPlay2\:\:EnumGroups"§

IDirectPlay2::EnumGroups

HRESULT EnumGroups(LPGUID

lpguidInstance,

LPDPENUMPLAYERSCALLBA

CK2 lpEnumPlayersCallback2,

LPVOI

D lp..DPERR_INVALIDOBJECT

DPERR_UNSUPPORTED

lpguidInstance
§E,,DirectPlay fffff © DPENUMPLAYERS_SESSION

f f,NULL,fff,,,,,,,,

lpEnumPlayersCallback2

fffff',Šff f,,,E, ,,EnumPlayersCallback2Š ,fff

lpContext

f ffffŠ ,“,,,ffff fff'<,f

fffff,,ffff

dwFlags

f ffffŠ ,dwFlagsfff f,“,,,fff

DPENUMPLAYERS_GROUP

ffff, ←, ff f, Š,

DPENUMPLAYERS_LOCAL

,, Dir

ectPlay

DPENUMPLAYERS_REMOTE

DirectPlay

DPENUMPLAYERS_SESSION

lpguidInstance の

DPENUMPLAYERS_GROUP

DPENUMPLAYERS_SESSION

GUID

IDirectPlay2::EnumSessions の

DPENUMPLAYERS_SESSION

IDirectPlay2::EnumSessions

のの

□□ **IDirectPlay2::Creaxe "IDirectPlay2\: :EnumSessions"§**

IDirectPlay2::EnumSessions

HRESULT EnumSessions(LPDPSESSIONDESC2 lpsd,

 DWORD dwTimeout,

 LPDPENUMSESSIONSCALLBACK2 lpEnumSessionsCallback2,

 LPVOID lpContext, DWORD dwFlags);

,, DirectPlayffffff, -E, ffffff, -<, , □

- DD_OKの

DPERR_EXCEPTION

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

lpsd

```

—,fffff,DPSESSIONDESC2 “,fff ,, “,Š fff,—
,fffff,,—, DPSESSIONDESC2 “,guidApplicatio
nfff,, ffff fff,Š~,ff ff ff fŽ•Ž GUID ,fff,, ,fff fff,Ž’,,,NU
LL, ’, guidInstancefff,, fffff fffff,☉—
,GUID,•,,,,, •,,,,, ,fffff,“,,,NULL,fff,, fff f,☉—, lp

```

szPassword

dwTimeout

```

DirectPlay,—fff□f,,%“;’,ŽŠ,ff•,Ž’,,
—,ŠŠ,,,□□,,fff□f,,0,□’,,,, , , f□ff□fffff,““fffff,fffff,

```

DirectPlay

lpEnumSessionsCallback2

ŠDirectPlayffff,%“☉, ,,EnumSessionsCallback2Š ,fff

lpContext

f ffffŠ “,,,f f’<fffff

dwFlags

の ,0, ’,,, Ž—

%”,fffff,,—, DPENUMSESSIONS_AVAILABLE

DPENUMSESSIONS_AVAILABLE

,fff fff,Ž%o,,,,,fffff,—, ,

DPENUMSESSIONS_ALL

```

%“,,,,,Š,,, ,fffff,fffff,—, ffff ☉’,fffff, ,fff,—
☉,,,fffff, Ž%o,—☉,,,fffff,—, ,
ffff fff,, “,dwFlagsfff’, fffff, ,fff fff,Ž%o,<%o
,,,,,”,,,,,

```

```

' ,ffff, DirectPlayCreate      DirectPlay
,,, 'E,E, ,, fffff, ',,,Š, ffff fff,fffff, ,,E,E, ,,,,,,, I
DirectPlay2::EnumSessions, f ff fffff,ffff f ,,^ ,fff, —
,—<, ,,,—<,fffff,' ,,“ ,, %“Ž ,, —<,fffff,—
^,,, DirectPlay,,,%“,'ŽŠ,dwTimeoutfff f,,, E,,, ,ŽŠ,—
,, f ffffŠ ,DPESC_TIMEDOUTfff,’, lpThisSDfff f,NULL’,“,,,
,,Ž“,—<’,,,, dwTimeout, ,,’fff,TRUE,*
—<’Ž,,, FALSE,* , dwTimeout,, 0, ’,,,,, ,, DirectPlay,f ff
fffff,“ ,fffff,EŽ,,
’ , Ž%o
,,,,,fffff,,,—<, DPENUMSESSIONS_ALLfff,Ž’,,,,, ,ffff,
,,,,,fffff,—<, ,, ffff fff,fffff,Ž%o,,,,,^,,,,,
ff□,ffff□fff,ŠŽ,,,,,□f□ff□fffff,f□f,,□•Ž“,,fffff,•Ž,,□□,,,□,,,□
fffff□ffff□f□ff□fffff,COMf□f,□’,-, ,, ,fff□f□

```

の IP

の

DPSESSIONDESC2, IDirectPlay2::Open

```

xe "IDirectPlay2\:\GetCaps"§
IDirectPlay2::GetCaps
HRESULT GetCaps(LPDPCCAPS lpDPCaps,
    DWORD dwFlags);

```

- DirectPlay
- **DD_OK**の
- DPERR_INVALIDOBJECT
- DPERR_INVALIDPARAMS

lpDPCaps

dwFlags

„fff f,0,fff,, , ff f f f,Ž“,,

DPGET_REMOTE

ff f←,,f f ff f,,E ,f f,Ž“,,

DPGET_LOCAL

ffff fff,f ff,f f fff,Ž“,,

DirectPlay, f ff,,ff f,,,,fff,ff f f f,Ž,,,,,

”
,,,,,, DPSET_LOCALfff,Ž,, □DirectPlayffffff,,f□ff□f□f,fff,,□
DPSET_REMOTEfff,Ž,,□fffff’”^,fff□fff,,□ff□f□f□f,□’
IDirectPlay2::SetGroupData

xe "IDirectPlay2\:\:GetGroupName"§
IDirectPlay2::GetGroupName
HRESULT GetGroupName(DPPID idGroup,
LPVOID lpData, LPDWORD lpdwDataSize);

ff f,Š~,,,-‘,•,
• E,,DD_OK Ž”,,Ž,ff ’,,,,,•,
DPERR_BUFFERTOOSMALL

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup

-',-<,,ff f,ff fID

lpData

-'f f, ,,,,ffff,ffff f f,fff,,Ž“,, ,,,fff f,NULL,fff,, ,,,,
lpdwDataSize,, f f,Ž,,,,•—,fff, ’,,,

lpdwDataSize

ffff,Œ,□,‘,ffff,fff,□Š%o,,•□,fff□fff,□Œ,-
,Œ□,fff□f,-'f□f,fff,fff'^,fff,,□fff,□,,,□DPERR_BUFFERTOOS
MALL□□□□,fff□f,□•—,fff 0
f f-
f f,“, ,,, ffff lpData,DPNAME “,ffff,,,,,,,,,
Ž DPNAME, IDirectPlay2::SetGroupName

xe "IDirectPlay2\:\:GetMessageCount"§

IDirectPlay2::GetMessageCount

HRESULT GetMessageCount(DPID idPlayer, LPDWORD lpdwCount);

- DD_OK 00
- DPERR_INVALIDOBJECT
- DPERR_INVALIDPARAMS
- DPERR_INVALIDPLAYER

idPlayer

ID

lpdwCount

IDirectPlay2::Receive

xe "IDirectPlay2\:\:GetPlayerAddress"§

IDirectPlay2::GetPlayerAddress

**HRESULT GetPlayerAddress(DPID idPlayer,
LPVOID lpAddress, LPDWORD lpdwAddressSize);**

DirectPlay DirectPlay

- DD_OK の場合、
DPERR_BUFFERTOOSMALL

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idPlayer

ffff, Ž“,,ffff,ffffID

lpAd

dress

**DirectPlayffff, , ,,ffff,,ffff f f,fff,,Ž“,, , ,,fff f,NULL,fff,, ,
,,lpdwAddressSizefff f,, f f,Ž,,,,,•—,fff, ’,,**

lpdwAddressSize

,,ffff,œ, ,’,ffff,fff, Š%o,,• ,f

fff

o

f,, ff f f f,fff,fff^,fff,, ffff, ,, DPERR_BUFFERTOOSMA
LL ,fff f,,•—,ffff,fff, ’,,

xe "IDirectPlay2\:\:GetPlayerCaps"§

IDirectPlay2::GetPlayerCaps

HRESULT GetPlayerCaps(DPID idPlayer,

LPDPCAPS lpPlayerCaps, DWORD dwFlags);

Ž,,,ffff,œ ,”—,Ž“,,

- □œ,,DD_OK の
DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idPlayer

”—,ŒŽ,,ffff,ffffID

lpPlayerCaps

”—,Ž,Ž,DPCAPS “,,ffff IDirectPlay2::GetPlayerCaps ,Ž—
,,‘, DPCAPS “,dwSizefff, ’,,,,,,

dwFlags

,,fff f,0,Ž’,,, -• ,fff fŒŠ,‘,,”—,ŒŽ,,

DPGETCAPS_GUARANTEED

• ,,fff f” ;‘,,”—,Ž“,,

IDireAPS, IDirectPlay2::GetCaps, IDirectPlay2::Send

```
xe "IDirectPlay2\:\:GetPlayerData"S  
IDirectPlay2::GetPlayerData  
HRESULT GetPlayerData(DPID idPlayer,  
    LPVOID lpData, LPDWORD lpdwDataSize,  
    DWORD dwFlags);
```

IDirectPlay2::SetPlayerData 0 f f ffff,Ž“,,

• Œ,,DD_OK Ž”,,Ž,ff ’,,,,,•,

DPERR_BUFFERTOOSMALL

DPERR_INVALIDFLAGS

DPERR_INV

ALIDOBJECT

DPERR_INVALIDPLAYER

idPlayer
f f,Ž“,,ffff,ffffID

lpData
ffff fffⓈ—,ffff f f, ,,,,ffff,,ffff f f,fff,,Ž“,, ,

,,ff NULL lpdwDataSizefff□f,,□f□f,•Ž,,,,,•—
,,fff,□’

lpdwDataSize
の ;,ffff,fff, Š%,,,• ,,ffff ffff, Ⓢ,—
,,Ⓢ ,,fff f,, ff f f f,fff,fff”^,fff,, ffff, ,,,, DPERR_BUF
FERTOOSMALL ,,fff f,,•—,ffff,fff, ’,,

dwFlags
,,fff□f,0,fff,,□ff□f□f□
DPGET_REMOTE

ff f,←,,f f ff f,,Ⓢ ,f f,Ž“,,

DPGET_LOCAL

,,ffff fff,,f ff,f f fff,Ž“
”

DirectPlay, f ff,,ff f,,,,,fff,ff f f f,•Ž,,,,,, ffff fff,Ž“,,f f,f
ff,Ž’,,,,,, DPSET_LOCAL

ff **DirectPlay**
DPSET_REMOTE

IDirectPlay2::SetPlayerData

xe "IDirectPlay2\:\GetPlayerName"§

IDirectPlay2::GetPlayerName

HRESULT GetPlayerName(DPID idPlayer,

LPVOID lp•••,;ff□f□ffff□fff,Ž%,,□□Š;ffffff,Ž%
,,,,,□f□ff□ffff,□□,,;□ffff□fff, IDirectPlay2::Open,Ⓢ,□, ,

```
,,,,,,,,,□ffff□fff,š\,ffffff,ž%,,\,□ž%%" ,ffffff,^–
,,,,,,,,ffffff<□,ž",,,,,, IDirectPlay2::EnumSessions,ž–
,,,,,,,,□□,ffff,-€,,,,,,ffffff
```

DPERR_UNAVAILABLEff ,*,,€%o,,

ž DPSESSIONDESC2, IDirectPlay2::Close, IDirectPlay2::EnumSessions

xe "IDirectPlay2\:\:Receive"§

IDirec

tPlay2::Receive

HRESULT Receive(LPDPID lpidFrom, LPDPID lpidTo,

DWORD dwFlags, LPVOID lpData, LPDWORD lpdwDataSize);

fff f ff ,,

,fff

• €,.,,DD_OK ž", のの

DPERR_BUFFERTOOSMALL

DPERR_GENERIC

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

DPERR_NOMESSAGES

lpidFrom

ffff, €,–,, ‘ ‘,ffffID,fff,,,* ,,ffff

DPRECEIVE_FROMPLAYERfff,ž',,,,,, , ,,* ,

ID ”

lpidTo

ffff, €,–

,,, ž ‘,ffffID,fff,,,* ,,ffff DPRECEIVE_TOPLAYERfff,ž',,,,,,

, ,,* ,ffff,€, ,‘,ffffID, š%o,,,,,,,

dwFlags

^%o
, Ąfff,,^ ,', ,,,',,,,,,, DPRECEIVE_TOPLAYER,DPRECEIVE_F
ROMPLAYER,—,Ž',,, ,Ą,,,,,fff f,•,,
DPRECEIVE_ALL

,Ž—%o",fff f,•, fffff,,

DPRECEIVE_FROMPLAYER

lpidFrom ID の
ID DPID_SYSMSG

DPRECEIVE_PEEK

∞

DPRECEIVE_TOPLAYER

lpidTo □□□□□□□□□□ ID □□□□□□□□□□
,f,□,□,□lpdwDataSizefff□f,□f□f,Ž,,,,•—,fff,□',□,□fff□f,fffID
DPID_SYSMSG, , \',,,,,,,□ffff□fff,lpData,DPMSB_GENERIC□'\',ffff,□□—
,□,\',ffff□fff□f,fff,',,,,□dwTypefff,ffff,,,,,□
lpdwDataSize

∞∞∞

∞

fff f,, ff f f f,fff,fff^,fff,, ffff, ,,, DPERR_BUFFERTO
OSMALL ,fff f,•—
,ffff,fff, ',,, ff ',,,fff f, , IDirectPlay2::Receive,
Ą, ',•%o
,,,,, ,,, ^,IDirectPlay2::ReceiveĄ, ,—Ą,,fff,Š,“,,,Ą,,,, ,DPERR_B
UFFERTOOSMALLff ,•,,,,,, ,',•—, DPERR_BUFFERTOOSM

ALLf f, Š,“,',,,,,,,

ID

ID, DPID_ALLPLAYERS DPID_ALLPLAYERS, fffff, fffff, fffff, DPSEND_OPENSTREAM, DPSEND_CLOSESTREAM fffff, dwFlags

DirectPlay DPSEND_OPENSTREAM DPSEND_CLOSESTREAM IDirectPlay2::Send DPSEND_GUARANTEED

DPSEND_HIGHPRIORITY

DPSEND_OPENSTREAM

DPSEND_CLOSESTREAM

lpData

dwDataSize

IDirectDrawSurface2::Lock / IDirectDrawSurface2::Unlock, IDirectDrawSurface2::GetDC / I

- $\mathbb{E},,,DD_OK \check{Z}”,,,Ž,ff ’,$
 $\bullet,$
DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup
f f, ’,,ff f,ff fID
lpData
fff,,,f f,,ffff Š‘,ff f f f,fff,, ,NULL,Ž’,,
dwDataSize
f f ffff,fff
dwFlags
„fff f,0,Ž’,,, ff f ff f f f,fff,, • „fff f,,,”,,,

DPSET_REMOTE

$\mathcal{O} \quad ,,,ffff fff,,,Ž—,, fffff“‘,,,,ffff fff“”,,,$

DPSET_LOCAL

„f f,f ff,Ž—,,,,,—^, “”,,,,,,

DPSET_GUARANTEED

$\%o”,,, \bullet \bullet,fff f,,,f f“”,, ,fff,DPSET_REMOTE,^ ,Ž’,,,,,,,$

DirectPlay, *f ff,,,ff f,,,,fff,ff*
, f ff f f, f ff ffff f ,ffff fff‘,,,—

DPSESSION_NODATA
MESSAGES

DPSYS_SETPLAYERORGROUP
PDATA

DPMSG_DESTROYPLAYERORGROUP

DPMSG_SETPLAYERORGROUPDATA,

IDirectPlay2::GetGroupData, IDir

IDirectPlay2::Send

xe "IDirectPlay2\:\SetGroupName"§

IDirectPlay2::SetGroupName

HRESULT SetGroupName(DPID idGroup,

LPPDNAME lpGroupName, DWORD dwFlags);

DPSESSION_NODATAMESSAGES

DPSYS_SETPLAYERORGROUPNAME

DPMSG_DESTROYPLAYERORGROUP

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup

IDirectPlay2::SetGroupName

lpGroupName

DPNAME

NULL

dwFlags

DPSET_GUARANTEED

%"",,,, • •,,fff f,,,,f f,"",,

Ž DPNAME, DPMSG_SETPLAYERORGROUPNAME,
IDirectPlay2::GetGroupName, IDirectPlay2::Send

xe "IDirectPlay2\:\SetPlayerData"§

IDirectPlay2::SetPlayerData

HRESULT SetPlayerData(DPID idPlayer, LPVOID lpData,

DWORD dwDataSize, DWORD dwFlags);

ffffID,ffff fffĀ—,f f ffff,Š~•,,

• Ā,,DD_OK Ž"„,Ž,ff ',,,,,•,

DPERR_INVALIDFLAGS

DPERR_INVALIDOBJECT

DPERR_INVALIDPLAYER

idPlayer

f f, ',,ffff,ffffID

lpData

fff,,f f,ffff Š',ffff f f,fff,, ,NULL,Ž'„,

dwDataSize

f f ffff,fff

dwFlags

„fff f,0,Ž'„, ff f ffff f f,fff,, • „,fff f„„,“„,

DPSET_REMOTE

„f f„„,ffff fff„„,Ž—„, fffff“„„„,‘ffff fff,“„,

DPSET_LOCAL

,,f f,f ff,Ž—,,,,,—^,, “,,,,,,

DPSET_GUARANTEED

%”,,, • •,fff f,,,f f,“,, ,fff,DPSET_REMOTE,^ ,Ž’,,,,,,

DirectPlay, □f□ff,,,ff□f,,,,fff,ff□f□f□f,•Ž,,,,,,□f□ff□f□f,□f□ff
□ffff□f□,ffff□fff,‘,,,—
E,,,□ff□f□f□f,□ffff“,,,,‘,ffff□fff,“,,,, DPSESSION_NODATAME
SSAGES
,Ž’,,,,,fffff,,□f□f,•□,’,,,, ,,,,‘,fff,DPSYS_SETPLAYERORGROUPD
ATAffff□fff□f,‘,,, ff□f,,ffff,f□ff□f□f,Š”,,,^‘,,, f□ff□f□f□fff
f,□DPMSG_DESTROYPLAYERORGROUP
∅∅

**DPMSG_SETPLAYERORGROUPDATA, IDirectPlay2::GetPlayerData,
IDirectPlay2::Send**

xe "IDirectPlay2\:\:SetPlayerName"§

IDirectPlay2::SetPlayerName

HRESULT SetPlayerName(DPID idPlayer,

LPDPNAME lpPlayerName, DWORD dwFlags);

DPSESSION_NODATAMESSAGES

DPSYS_SETPLAYERORGROUPNAME ∅∅

• **DD_OK∅∅**

DPERR_INVALIDOBJECT

DPERR_INVALIDPLAYER

idPlayer

ID

lpPlayerName

DPNAME の
NULL

dwFlags

0

0

DPSET_GUARANTEED

DPNAME, DPMSG_SETPLAYERORGROUPNAME,
IDirectPlay2::GetPlayerName, IDirectPlay2::Send

xe "IDirectPlay2\:\SetSessionDesc"§

IDirectPlay2::SetSessionDesc

HRESULT SetSessionDesc(LPDPSESSIONDESC2 lpSessDesc,

DWORD dwFlags);

0 000

IpSesesc

□, □', Š,,, fffff<□ □“,, ffff□

dwFlags

,,, ffff,, @fff, ž-, ,,,, □

ž□DPSESSIONDESC2, IDirectPlay2::GetSessionDesc

IDirectPlayLobby

ffff□fff, □IDirectPlayLobbyfff□ffff, ffff, ž-

,, □ffff□fff, ffff□fff, Š~•, ,,, f□f, □@, , □, , fffff, □IDirectPlay

Lobby

IDirectPlayLobby Interface

fffŠ—
CreateAddress

EnumAddress

EnumAddressTypes

ffff fffŠ—
Connect

EnumLocalApplications

RunApplication

f fŠ—
GetConnectionSettings

ReceiveLobbyMessage

SendLobbyMessage

SetConnectionSettings


```

IUnknown ffff ffff,ffff ,,fff f, —
,COM %0<”,,ĀŠ ,,,,’<,,,, Ā ,IDirectPlayLobby::Connect,, ,,fff f
,NULL^Š,’Ž’,,,,ff ,*,
Ā,, ,,f ff fffff,DirectPlayffffff, , ,,ffffff,f ff,, f f,
—
, ,,ffffff ffff,•Ž,,,,,, ,,ffff,Ž”,,DPERR_NOTLOBBIEDff ,*,
ffff fff,’ ,Ž ,Ž , DirectPlayEnumerate DirectPlayCreate IDirect
Play2::EnumSessions IDirectPlay2::Open,Ā, ,,,,,,,, ‘,ff ’,Ž”,, , f
ffff,, ‘,-’,,,
,,ffff,Ā, ,’, ffff fff,ŠŽ,,,,,—
,,,, ‘ ’’,,,,,,, ,,,,,,IDirectPlayLobby::GetConnectionSettingsffff,Ž
—
,, ffff fff, ,,, ,’• , IDirectPlayLobby::SetConnectionSettingsffff,,
,fff’,,,,,,, DPSESSIONDESC2 “,, “ ,ffffff“ , ’,,,,,,“•,’•,,,,,,
“ , dwFlags dwMaxPlayers dwUserfff,,’^,•—,,
Ž DirectPlayCreate

```

xe "IDirectPlayLobby\:\:CreateAddress"§

IDirectPlayLobby::CreateAddress

HRESULT CreateAddress(REFGUID guidSP,

REFGUID guidDataTyp

e, LPCVOID lpData,

DWORD dwDataSize, LPVOID lpAddress,

LPDWORD lpdwAddressSize);

```

—,,,,f ff fffffĀ—,ffff f ffff,, DirectPlayffff, ,, Ā%0
,ffff,, f ff fffff,ff ff ff fŽ•Ž GUID ,,,f ff fffff.ffff f f
fff,,%Ž,,,,,,f f,Š,,

```

- Ā,,DD_OK Ž” ,,,Ž,ff ’,,,,,•,

DPERR_BUFFERTOOSMALL

DPERR_INVALIDPARAMS

guidSP

f ff fffff,GUID,,ffff C++,GUID,,Ž ,,,

guidDataType

Ā—

,ffff f ffff fff,Ž•,,GUID,ffff ’< ,,ffff f ffff fff,,,,,DirectPlayf
fff,Ž ,,,, C++,GUID,,Ž ,,,

lpData

Ā—,ffff f ffff,Š,ffff,,ffff

dwDataSize
lpData,ffff f ffff

,f
lpAddress
,,DirectPlayffff, , ,,,ffff,,ffff
lpdwAddressSize
DirectPlayffff□ffff,fff,Š,•□,,ffff□f□ff□ffff□,,ffff,☒,□,‘,lpdwAd
dressSize,ffff,fff,□Š%o,,,,,,□ffff,□☒,-
,,□,,fff□f,,lpAddress,□,□,,fff□,Š”,, ffff,□,,,,□DPERR_BUFFERO
SMALLのDirectPlayffff,Š”,,,,•—,fff,fff

IDirectPlayLobby::EnumAddress

xe "IDirectPlayLobby\:\:EnumAddress"§

IDirectPlayLobby::EnumAddress

HRESULT EnumAddress(LPDPENUMADDRESS lpEnumAddressCallback,
LPCVOID lpAddress, DWORD dwAddressSize,
LPVOID lpContext);

DirectPlay

• DD_OKのの

DPERR_EXCEPTION

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

lpEnumAddressCallback

DirectPlay

EnumAddressCallback

IpAddress

DirectPlay

dwAddressSize

DirectPlay の

lpContext

DirectPlay Address, IDirectPlayLobby::CreateAddress

```
xe "IDirectPlayLobby\:\:EnumAddressTypes"§
```

```
IDirectPlayLobby::EnumAddressTypes
```

```
HRESULT EnumAddressTypes(
```

```
    LDDPLENUMADDRESSTYPESCALLBACK lpEnumAddressTypeCallback,
```

```
    REFGUID guidSP, LPVOID lpContext,
```

```
    DWORD dwFlags);
```

DirectPlay

- DD_OK の

DPERR_EXCEPTION

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

lpEnumAddressTypeCallback

EnumAddressTypeCallback

guidSP

GUID

C++

GUID

lpContext

dwFlags

0

DirectPlay Address, IDirectPlayLobby::CreateAddress

xe "IDirectPlayLobby\:\:\EnumLocalApplications"§

IDirectPlayLobby::EnumLocalApplications

HRESULT EnumLocalApplications(

LPDPENUMLOCALAPPLICATIONS lpEnumLocalAppCallback,

LPVOID lpContext, DWORD dwFlags);

DirectPlay

- DD_OKの

DPERR_GENERIC

DPERR_INVALIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

lpEnumLocalAppCallback

EnumLocalApplicationsCallback

lpContext

dwFlags

0

DPLAPPINFO

IDirectP layLobby::GetConnectionSettings

HRESULT GetConnectionSettings(DWORD dwAppID,
LPVOID lpData, LPDWORD lpdwDataSize);

ffff fff,ŠŽ, ‘,•—
,,, ,Š,DPLCONNECTION “,Ž“, , •,,f f, ff ffffff,,,IDirectPlay
Lobby::RunApplicationffff,“,,,, ,IDirectPlayLobby::SetConnectionSettings
ffff,Œ, , ,’,,,,,,“,,,,

• Œ,,,DD_OK Ž”,,,Ž,ff ’,,,,,•,

DPERR_BUFFERTOOSMALL

DPERR_GENERIC

DPERR_INVALIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_NOTLOBBIED

DPERR_OUTOFMEMORY

dwAppID

ff ffffff,Œ, , ‘ ,Ž“,ffff fff,Ž•, ff ¥fffff,ffff f
ff,’ ,, ffff fff,Œ, ,,, ,fff f,0,,,,, ffff fff, ,,,ff ffff
ff,,’ ,, ,ID” ,DirectPlayLobby::RunApplication,,Ž“,,

lpData

‘ ’, , ,ffff,ffff
f f,fff,,Ž“, , ,fff f,NULL, ’, ,,, lpdwDataSizefff f,, f f,•
Ž,,,,•—, ,fff,Š”,,

lpdwDataSize

„ffff,Œ, ‘,ffff,fff, Š%o,,• „ffff ffff, Œ,—
„Œ „fff f,,f f,fff,fff”^,fff,, ffff, ,,, DPERR_BUFFERTOOSM
ALL , ,fff f,,•—, ,ffff fff, ’,,

Š , Ć,-
,,, f f,“ ,,,, lpDatafff,LPDPLCONNECTION “,ffff,,,,,,,,,

Ž□□DPLCONNECTION, IDirectPlayLobby::RunApplication, IDirectPlayLobby::SetrectPlayLobby::Receive LobbyMessage

HRESULT ReceiveLobbyMessage(DWORD dwFlags,
 DWORD dwAppID, LPDWORD lpdwMessageFlags,
 LPCVOID lpData, LPDWORD lpdwDataSize);

ff□□ffffff□ffffff□fff,DirectPlayffff□fff,Š, ‘□,,,fff□f,Ž`
,,□fff□f,ff□,’,,,,,□`,

• DD_OK ,,,Ž,ff ‘,,,,,•,

DPERR_APPNOTSTARTED

DPERR_BUFFERTOOSMALL

DPERR_GENERIC

DPERR_INVALIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_NOMESSAGES

DPERR_OUTOFMEMORY

dwFlags

—,,,, 0,,,,,,,,

dwAppID

ff ffffff,Ć, , ‘ ,Ž“,,fff

f ff ¥
,,,,ffff fff,’ ,, ffff fff,Ć, ,,,, ,fff 0

ff fff, ,,,,ff ffffff,,,’ ,, ,ID” ,DirectPlayLobby::RunApplic
ation,,Ž“,,

lpdwMessageFlags

の

DPLAD_SYSTEM

ffff fff,f ,,,,,,Ž, ” ,,ffff,Ž—
,E',,,, lpDataffff,DPLMSG_GENERICffff fff f,ffff,,dwTypefff,
—E,, ffff fff f,Ž—,',,

lpData

fff f, , ,,ffff,,ffff fff f,fff,,Ž“,, , ,fff f,NULL, ', ,,, 1
pdwDataSizefff f,, fff f,Ž,,,,,•—, ,fff,Š”,,,

lpdwDataSize

,,ffff,E, ',ffff,fff, Š%o,,,• ,ffff ffff, E,—
,,E ,,fff f,,fff f,fff,fff^,fff,,, ffff, ,,,, DPERR_BUFFERTOOSMAL
L , ,fff f,,•—, ,ffff fff, ',,,

Ž IDirectPlayLobby::RunApplication, IDirectPlayLobby::SendLobbyMessage

xe "IDirectPlayLobby\:\:RunApplication"§

IDirectPlayLobby::RunApplicatio

n

HRESULT RunApplication(DWORD dwFlags,

LPDWORD lpdwAppID, LPDPLCONNECTION lpConn,

HANDLE hReceiveEvent);

• DD_OKのの

DPERR_CANTCREATEPROCESS

DPERR_GENERIC

DPERR_INVALIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

DPERR_UNKNOWNAPPLICATION

dwFlags

0

lpdwAppId

ID

IDirectPlayLobby::SendLobbyMessage

IDirectPlayLobby::ReceiveLobbyMessage

ID

lpConn

DPLCONNECTION

hReceiveEvent

IDirectPlayLobby::SetLobbyMessageEvent

0
IDirectPlayLobby::ReceiveLobbyMessage
DPLSYS_SESSIONCREATED
IDirectPlayLobby::ReceiveLobbyMessage

ffff, DPLSYS_CONNECTIONSETTINGSREAD, IDirectPlayLobby::ReceiveLobbyMessage

IDirectPlayLobby::ReceiveLobbyMessage

IDirectPlayLobby::ReceiveLobbyMessage,
IDirectPlayLobby::GetConnectionSettings,
IDirectPlayLobby::SetLobbyMessageEvent

xe "IDirectPlayLobby\:\:SendLobbyMessage"§

IDirectPlayLobby::SendLobbyMessage

HRESULT SendLobbyMessage(DWORD dwFlags,

 DWORD dwAppID, LPVOID lpData,

 DWORD dwDataSize);

ffff fff,ff fffffff,Š,fff f,‘ ,,

• Ć,,DD_

OK Ž”,,Ž,ff ’,,,,,•,

DPERR_APPNOTSTARTED

DPERR_BUFFERTOOLARGE

DPERR_GENERIC

DPERR_INVALIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

DPERR_TIMEOUT

dwFlags

0

dwAppID

ff fffffff,Ć, , ‘ ,Ž“,,ffff fff,Ž•, ff ¥ffffff,,,,,ffff
fff,’ ,, ffff fff,Ć, ,,, ,fff f,0,,,,,, ffff fff, ,,,ff

„ID” ,DirectPlayLobby::RunApplication,,Ž“,,

lpData

‘ ,,fff f,Š,ffff,,ffff

dwDataSize

ffff,fff,fff^,Ž

ssageEvent

HRESULT SetLobbyMessageEvent(DWORD dwFlags,

DWORD dwAppID, HANDLE hReceiveEvent);

ff fff f,Ž,Ž,,,fff,,,ffff,“~, fff f,“Š,,,•—
,,,ffff fff, ,,ffff,☉, ,,,,,,
,,IDirectPlayLobby::RunApplication ☉
,,,ffff,• ,,,,,,,

☉

• ☉,,,DD_OK Ž”,,,Ž,ff ’,,,,,•,
DPERR_GENERIC

DPERR_INVA

LIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

dwFlags

—,,,,, 0,,,,,,,

dwAppID

ff fffffff,☉, , ‘ ,Ž“,,,ffff fff,Ž•,, ff ¥ffffff,,,,,ffff fff
,’ ,, ffff fff,☉, ,,,, ,fff f,0,,,,,, ffff fff, ,,,,ff ffffff,,
,’ ,,,, ,,ID” ,DirectPlayLobby::RunApplication,,Ž“,,,

hReceiveEvent

fff f,Ž ,,,,fff,,,ffff ffff

Ž IDirectPlayLobby::ReceiveLobbyMessage, IDirectPlayLobby::SendLobby

Message

xe "DPCAPS"§

DPCAPS

```
typedef struct {
    DWORD dwSize;
    DWORD dwFlags;
    DWORD dwMaxBufferSize;
    DWORD dwMaxQueueSize;
    DWORD dwMaxPlayers;
    DWORD dwHundredBaud;
    DWORD dwLatency;
    DWORD dwMaxLocalPlayers;
    DWORD dwHeaderLength;
    DWORD dwTimeout;
} DPCAPS, FAR *LPDPCAPS;
```

IDirectPlay2::GetCaps IDirectPlay2::GetPlayerCaps DirectPlay

の

dwSize

DPCAPS の DPCAPS の

dwFlags

DirectPlay の

DPCAPS_GROUPOPTIMIZED

DirectPlay

DPCAPS_GUARANTEEDOPTIMIZED

DirectPlay

```

struct DPCOMPORTADDRESS{
    DWORD dwComPort;
    DWORD dwBaudRate;
    DWORD dwStopBit

    DWORD dwParity;
    DWORD dwFlowControl;
} DPCOMPORTADDRESS;

    typedef DPCOMPORTADDRESS FAR* LPDPCOMPORTADDRESS;

COMf f, ,,,, ,Š,
dwComPort
Ž—,COMf f,” ,Ž, ,,fff,’,1 2 3 ,,4,,
dwBaudRate
COMf□f,f□,Ž,□^%o,’
CBR_110
    CBR_300
    CBR_600

    CBR_1200
    CBR_2400
    CBR_4800

    CBR_9600
    CBR_14400
    CBR_19200

    CBR_38400
    CBR_56000
    CBR_57600

CBR_115200
CBR_128000
CBR_256000

    dwStopBits
    ffff fff’Ž, ,,fff,’,ONESTOPBIT ONE5STOPBITS ,,TWOSTOPBITS
”

```

lpzAppNameA, lpzAppName
ffff□fff,-‘,Ž,ANSI,,Unicode•Ž—□•Ž—,Œ,Ž—,,

xe "DPLCONNECTION"§

DPLCONNECTION

typedef struct {

DWORD dwSize;

DWORD dwFlags;

LPDPSESSIONDESC2 lpSessionDesc;

LPDPNAME lpPlayerName;

GUID guidSP;

LPVOID lpAddress;

DWORD dwAddressSize;

} DPLCONNECTION, *LPDPLCONNECTION;

dwSize

DPLCONNECTION *⊙*

DPLCONNECTION *∅*

dwFlags

‘•-,Ž,

**DPLCONNECTION_CREATE
SESSION**

ffff< ,,,,, ,ffff, ,

**DPLCONNECTION_JOINSES
SION**

fffff< ,,,,,,Š‘,fffff,Ž%o,,

lpSessionDesc

,,,Ž%o
,,fffff,•,DPSESSIONDESC2
“,,ffff

lpPlayerName

ffff Ž,Ž—
,,-‘,Ž,DPNAME “,,ffff ,,
ff ,“~, , -‘,, ffff fff,
,,-‘,-Ž,,,,,,,

guidSP

fffff, ‘,,,,,Ž—
,,f ff fffff,ff ff ff fŽ•
Ž GUID

lpAddress

f ff fffff,fffff, ‘,,,,,•—
, •,Š,DirectPlayffff,,ffff

dwAddressSize

ffff f f.fff.fffˆ,Ž’,,

xe "DPNAME"§

DPNAME

typedef struct {

 DWORD

dwSi LPSTR lpszShortNameA;

};

union {

 LPWSTR lpszLongName;

 LPSTR lpszLongNameA;

```

};
} DPNAME, FAR *LPDPNAME;

ffff, ff□f, ,, DirectPlayffffff, -\□•, Š, □
dwSize
DPNAME□`` , fff, fff' ^ , Ž' , , □ffff□fff, DPNAME□`` , Ž- , , \ , , ,

```

dwFlags

□ 0

lpzShortName and lpzLongName

Unicode

IDirectPlay2

lpzShortNameA and lpzLongNameA

ANSI □□

IDirectPlay2A □ Ž—, ,
 Ž IDirectPlay2::CreateGroup, IDirectPlay2::CreatePlayer,
 IDirectPlay2::GetGroupName, IDirectPlay2::GetPlayerName, IDirectPlay2:
 :SetGroupName, IDirectPlay2::SetPlayerName

xe "DPSESSIONDESC2"§

DPSESSIONDESC2

```

typedef struct {
    DWORD dwSize;
    DWORD dwFlags;
    GUID guidInstance;
    GUID guidApplication;
    DWORD dwMaxPlayers;
    DWORD dwCurrentPlayers;
    union {
        LPWSTR lpzSessionName;
        LPSTR lpzSe
    }

```

ssionNameA;

```

};
union {
    LPWSTR lpzPassword;
    LPSTR lpzPasswordA;

```

```

};
DWORD dwReserved1;
DWORD dwReserved2;
DWORD dwUser1;
DWORD dwUser2;
DWORD dwUser3;
DWORD dwUser4;
} DPSESSIONDESC2, FAR *LPDPSESSIONDESC2;

```

```

IDirectPlay2 ffffff, " ", < , Š,
DPSESSIONDESC " , IDirectPlay2 fff ffff, Ž —, ,,

```

dwSize

```

DPSESSIONDESC2 " , fff, fff ^ Ž' ,, fff fff, DPSESSIONDESC2 " ,
Ž —, ' , fff, ' , , , , , , , , , , , ff ,,

```

dwFlags

```

^%o, fff, ' , ,,

```

DPSESSION_JOINDISABLED

```

□ , , fff □ fff , , fffff, %o , , , , , , □

```

```

DPOpen_Join fff , , fffff □ fffff, ff □ ff □ ff □ f Ž • Ž □ GUID □ , Ž' , , IDirectPl
ay2::Open ∞∞

```

DPSESSION_KEEPLIVE

DPSYS_SESSIONLOST のの
DirectPlay の

DPSESSION_MIGRATEHOST

のの
∞∞

DPSESSION_NEWPLAYERSDISABLED

IDirectPlay2::CreatePlaye

の

DPSESSION_NODATAMESSAGES

IDirectPlay2::SetPlayerData IDirectPlay2::SetGroupData
IDirectPlay2::SetPlayerName IDirectPlay2::SetGroupName

の

DPSESSION_NOMESSAGEID

IDirectPlay2::Receive

guidInstance

の GUID

guidApplication

□□□

fffff□***f***,,,□***'***,,□***,,,***,***ffff***□***fff***,***'***,***fffff***,***—***<,,,□***,,***
fff,GUID_NULL,***Z***',,□

dwMaxPlayers

,,fffff,<,,,□`ffff□□

dwCurrentPlayers

,,fffff,☉□,ffff□□

lpszSessionName and lpszPassword

fffff, -\, ffff, Š, Unicode•Ž-, , ffff, , fff, IDirectPlay2ffff, Ž-
,,, □□, Ž-, □
lpzSessionNameA and lpzPasswordA
fffff, -\, ffff, Š, ANSI•Ž-, , ffff, , fff, IDirectPlay2Affff, Ž-
,,, □□, Ž-, □
dwReserved1 and dwReserved2

①

dwUser1, dwUser2, dwUser3, and dwUser4

IDirectPlay2::EnumSessions, IDirectPlay2::GetSessionDesc

```
xe "DPLMSG_GENERIC"§  
DPLMSG_GENERIC  
typedef struct {  
    DWORD dwType;  
} DPL_GENERIC, *LPDPLMSG_GENERIC;
```

ff fffffff,ffff fffŠ,“,,,ffff fff f,”— “
dwType
Ž,Ž,,ffff fff f,Ž—,Ž*,,
DPLSYS_APPTERMINATED

IDirectPlayLobby::RunApplication,

—, ffff fff,ŠŽ,,,,*,

DPLSYS_CONNECTIONSETTINGSREAD

IDirectPlayLobby::RunApplicatio

nfff fff,ŠŽ,,,,*,

DPLSYS_DPLAYCONNECTFAILED

IDirectPlayLobby::RunApplication,fffff,,□

DPLSYS_DPLAYCONNECTSUCCEDED

IDirectPlayLobby::RunApplication,fffff, ,',ffff fff,Ž%
,, " ,,,, fffff,Ž%o, Ć,,,,,, ffff fff,ŠŽ,,,,,•,

xe "DPMSG_ADDPLAYERTOGROUP"§

DPMSG_ADDPLAYERTOGROUP

```
typedef struct{  
    DWORD dwType;  
    DPID dpIdGroup;  
    DPID dpIdPlayer;  
} DPMSG_ADDPLAYERTOGROUP,  
*LPDPMSG_ADDPLAYERTOGROUP;
```

DPSYS_ADDPLAYERTOGROUP,,DPSYS_DELETEPLAYERFROMGRO
UP f, •,Š, ffff, ffff,ff f,%
,, ,,,,,,,fff f,' ,,

dwType

fff f,Ž•,, ,∅DPSYS_ADDPLAYERTOGROUP
DPSYS_DELETEPLAYERFROMGROUP,,,

dpIdGroup

ffff,%o,,, ,,,ff f,ff fID

dpIdPlayer

Ž' ,,,ff f,%o,,, ,,,Ž' ,,,ff f,, ,,,ffff,ffffID

Ž IDirectPlay2::AddPlayerToGroup,
IDirectPlay2::DeletePlayerFromGroup

xe "DPMSG_CREATEPLAYERORGROUP"§

DPMSG_CREATEPLAYERORGROUP

```
typedef struct{  
    DWORD dwType;  
    DWORD dwPlayerType;  
    DPID dpId;  
    DWORD dwCurrentPlayers;  
    LPVOID lpData;  
    DWORD dwDataSize;
```



```

    DWORD dwType;
    DWORD dwPlayerType;
    DPID dpId;
    LPVOID lpLocalData;
    DWORD dwLocalDataSize;
    LPVOID lpRemoteData;
    DWORD dwRemoteDataSize;
} DPMSG_DESTROYPLAYERORGROUP,
*LPDPMSG_DESTROYPLAYERORGROUP;

```

DPSYS_DESTROYPLAYERORGROUP

の
の

dwType

□□□□□□

□•

,YER□,ff□f□DPPLAYERTYPE_GROUP□,,,,,“
—,,,,,Ž,□

dpId

ffffID,ff□fID,,,,□□,,,,,Ž,□

lpLocalData

,,ffff,,ff□f,Š~•,,,,,f□f□f□f,,ffff□

dwLocalDataSize

f□f□f□f,fff□

lpRemoteData

,,ffff,,ff□f,Š~•,,,,,f□f□f□f,,ffff□

dwRemoteDataSize

f□f□f□f,fff□

Ž□□IDirectPlay2::DestroyGroup, IDirectPlay2::DestroyPlayer

xe "DPMSG_GENERIC"\$

DPMSG_GENERIC

typedef struct{

DWORD dwType;

} DPMSG_GENERIC, *LPDPMSG_GENERIC;

dwType

の

-,• ,,,ffffID,,,ff fID
dpmName

ame,,,IDirectPlay2::GetPlayerNameffff,Ž—,,,□,,,f□f,Ž,-
,,,,□DPSESSION_NODATAMESSEGESfff,Ž',,,,,,fffff,,□,,fff□f,□□,,,,□
Ž□□IDirectPlay2::GetGroupName, IDirectPlay2::GetPlayerName,
IDirectPlay2::SetGroupName, IDirectPlay2::SetPlayerName
•'
ff□ ,•,' ,•,,□•□, ' ,
IDirectPlay2 IDirectPlayLobby

CLASS_E_NOAGGREGATION

DirectPlayCreate DirectPlayLobbyCreate IDirectPlayLobby::Connect
pUnkOuter NULL の

DP_OK

DPERR_ACCESSDENIED

DPERR_ACTIVEPLAYERS

DPERR_ALREADYINITIALIZED

„fffff,„„ Š%o,„„„

DPERR_APPNOTSTARTED

„ffff fff,,ŠŽ,,,,,

DPERR_BUFFERTOOLARGE

f f ffff,‘,
,,,, Š”,,,,,

DPERR_BUFFERTOOSMALL

DPERR_CANTADDPLAYER—,,,,ffff, —,f f,Ž—,,,, •,‘,,,,,

ffff,ffff,‘%0,,,

DPERR_BUSY

DirectPlayfff f ff ,,,,,,

DPERR_CANTCREATEGROUP

„ff f, ,,,

DPERR_CANTCREATEPLAYER

„ffff, ,,,

DPERR_CANTCREATEPROCESS

ffff fff,Ž

”

DPERR_CANTCREATESESSION

„ffff, ,,,

DPERR_CAPSNOTAVAILABLEYET

DirectPlayfffff,„—,,E’,,,,,, ,ff , Ž—%”,fff•,;ŽŠ,E’,f fff,•—
, ‘Ž ,DirectPlayfffff,fffff,„, ,” ,,,,,,

DPERR_EXCEPTION

—<, —,,,,—Š,” ,,

DPERR_GENERIC

’<,,,,,ff , ‘,” ,,

DPERR_INVALIDFLAGS

Š ,“,,fff,—E,,

DPERR_INVALIDINTERFACE

fff ffff,fff f,—E,,

DPERR_INVALIDOBJECT

DirectPlay ∅ ,,,

DPERR_INVALIDPARAMS

Š ,“,,,,,^ ,fff f,-Ě,,,

DPERR_INVALIDPLAYER

ffffID, ,,f f fffff,—Ě,ffffID,,,”Ž,,,

DPERR_NOCAPS

DirectPlay,Ž,,,,,,,’ fff, ,,Š ,,Ž ,,,,

DPERR_NOCONNECTION

’ fff,Š—,,,,,

DPERR_NOINTERFACE

∅ ff f,,,,,

DPERR_NOMESSAGES

Ž ,,,fff f,,,

DPERR_NONAMESERVERFOUND

f ff f fff ,Ě,,,,, ffff, ,,fff,•—,,,

DPERR_NOPLAYERS

„fffff,,—E,ffff,,,

DPERR_NOSESSIONS

„f f,,Š‘,fffff,,

DPERR_NOTLOBBIED

IDirectPlayLobby::RunApplication,,,ffff□fff,ŠŽ,,,,,□□□IDirectPlayLobby
::Connect

DPERR_OUTOFMEMORY

∅

DPERR_PLAYERLOST

DPERR_SENDTOOBIG

IDirectPlay2::Send

DPERR_SESSIONLOST

∅

DPERR_TIMEOUT

DPERR_UNAVAILABLE

DPERR_UNKNOWRCANCEL

IDirectPlay2::Open*ffffCE*,**□**,**“**,**□□***fff,f□f,,,ffff,,***□**