

# Microsoft( DirectX( 3

ffffffŠ”fff

„ffffff, <□,,,,,□•,□—

□,,,•□,,,,,,,□,,□•’,%Ž–□–

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

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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,,□□,□,□,□,□,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,—
„ffffff□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,ffff,,
,Ž,,,
DirectPlay API, COMfff□ffff,„ffff□fff,ŒŠ,,,,
DirectPlayf fff3,, IDirectPlay2,,IDirectPlay2A,,,,fff ffff,—
,, IDirectPlay2A,ANSI•Ž—
,Ž,,,’ IDirectPlay2,, ,,,DirectPlay “,Unicode•Ž—,Ž,□
IDirectPlayfff□ffff,□DirectPlayf□fff1,2,□,,,ffff fff,,%o^ŒŠ ,,,f
ffff,fff ffff,,—^,,,, ANSI•Ž—,,Ž—,,
ffff fff,,,,DirectPlayffffff,ffffff, , ,,,ffff fff,• ,ffff,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, fffffff f f
fff,f f, Œ,,,,,, fffffff f f fff,, ,,,fff□f,fff□ffff□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,
Œ,,,f f fffff,Ž%
,,,,,,,, ffff ff f,ffffff,ŠŽ,,,,Œ,,, ff fffffff,,,,ffff□f□,ffff
□fff,ŠŽ, f ff fffff,‘,ffffff,, ‘,,,•—, •,’<,, DirectPlayLobby
APIŠ ,’,, ‘,, ŠŽ%”,,,,DirectPlayffff fff, ff %”,Œ,,, ,, 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 )

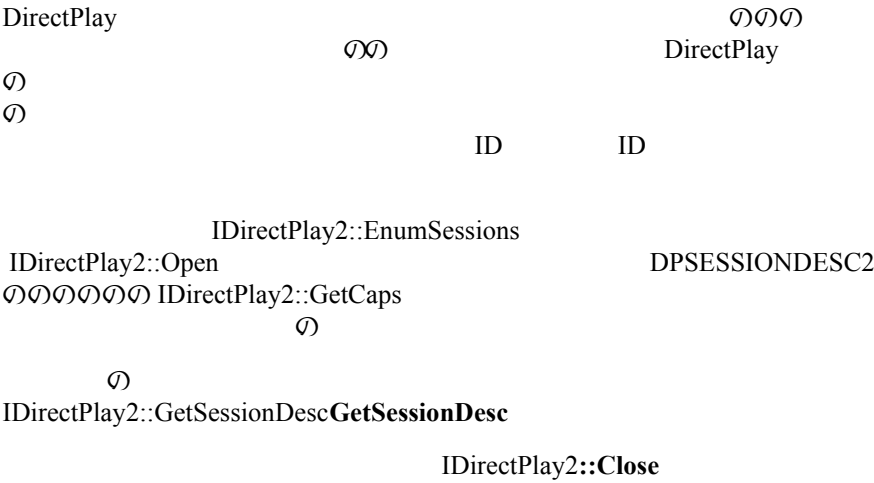
3 IDirectPlay2::EnumSessions のの

4 IDirectPlay2::Open )

```
IDirectPlayLobby::GetConnectionSettings DPERR_NOTLOBBIED
    f fffffff,ffff fffŠŽŽ, Š‰ —
    , ,,,,,,Ž,,,, , ffff fff, • “, DirectPlay, Š‰,Ž ,,,,,,
f ff fffff
f ff fffff, DirectPlay,—‰‰, ”‘^’,’ f ff,’‰,,
    fffff f ff,Š,,,,‘ , —f ffff,’ ”‘,,,,f ff fffff,—
    ^,,,,,, DirectDraw,, fffŠ’ ‘ TAPI ffff ‘ fff fff
    TCP/IP IPX,,,f ff fffff,Š,,,,,
DirectPlay,Š—
```

**„fffff,, DirectPlayfff□fff,,,,,^”“,□•,Š,,**  
**,,,□Ž,fffff,,,,□—,,□**

- 
- 
- 
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- の
- 
- DirectPlay
- DirectPlay 3 ?



DPSESSIONDESC2 DPSESSION\_MIGRATEHOST  
の  
DPSYS\_HOST ¥

DirectPlay

の

IDirectPlay2::CreatePlayer IDirectPlay2::DestroyPlayer ののの  
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,^□,□Ž–□,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

---

IIDirectPlay2::Receive2::Receive

IIDirectPlay2::GetMessageCount

DirectPlay

DPID\_SYSMMSG

の

32

DPSYS\_

□□□□□□□□

□□□□□□□□

の DirectX™ 3

DirectPlay

DirectPlay DirectPlay 2 の

IIDirectPlay2::SetPlayerDatafff,—

□□□□□□□□

の

IIDirectPlay2::GetPlayerData 1

□□□□□□□□

IIDirectPlay2::SetGroupData IIDirectPlay2::GetGroupData

の

IIDirectPlay2::Receive

ID DPID\_SYSMMSG

のdwType

IIDirectPlay2::Receive2::Receive

DPMSG\_GENERIC

DPSYS\_

dwType

DPMSG\_

のの

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
- f f □ f □ f f f f □ f , □ ‘ , □ ‘ ” , □ “ □

DirectPlay 3

- DirectPlay ID ID  
DirectPlay 1

DirectPlay

- 

DirectPlay 3

- DirectPlay  
API  
API
- 

- , f f f f , , DirectPlay 3 , , f f f f IDirectPlay 2 f f f f f f f , ^ , , , , • —  
, Ž f f f f f , , , DirectPlay , < ” , f f f f , , • — , , , , — , , ^ % 0 , f f f f , Š , , , ,  
• , , DirectPlay 3 f f f f

- IDirectPlay2fff ffff,,^  
 ,,DirectPlay 3ffff  
 DirectPlayf fff3, ^%, ,,ffff,ff f,,  
 • IDirectPlay2::SetGroupData      IDirectPlay2::GetGroupData

ffŒ—  
 ,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 fffŒ—  
 ,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 fffffff,,<“,,  
 ,,,,’,, ,,,, 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 ,Œ, , DirectPlay  
 Enumeratef ffffŠ ,ff ,•,,,,  
 ,f ff fffff,ffff ,Ž ,,,,

```

,,,,, f f,Ž,,fff,%o
,,,,,, Ē, ,, Ē,,, Releaseff
ff,Ž—
,,DirectPlayffffff,%o•, ,,f ff
ffffff,fff,%o,,
3

IDirectPlay2 Unicode ,IDirect
Play2A ANSI fff fff,Ž“,,,
, IDirectPlayfff ffff,QueryIn
terfaceffff,Ē, , ,,,,,,fff f
fff,—^,„, „,Ž—“, ,•—
,,, Unicodefff ffff,, LPWS
TRĒ, “fff,Unicode•Ž—
“, ,,,, ANSIfff ffff,, LP
STRĒ, “fff,ANSI•Ž—
“, ,,,,
4 Š‘,API, ,, “,Ž,,,•—
, ,,,,• , , ,,,, Ž,f f‘,,,
lp

```

## DP->SetPlayerName(pidPlayer, lpzFriendlyName, lpzFormalName)

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

DPNAME PlayerName, \*lpPlayerName;

PlayerName.dwSize = sizeof(DPNAME);

lpPlayerName = &PlayerName;

lpPayerName->lpzShortNameA = lpzFriendlyName;

lpPlayerName->lpzLongNameA = lpzFormalName;

lpDP2A->SetPlayerName(pidPlayer, lpPlayerName, 0)

lpDP2	IDirectPlay2A	Unicode
	IDirectPlay2	

lpPayerName->lpzShortName = lpwszFriendlyName;



---

,□“,,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  
,,  
,,ffffff,, ^%o,DirectPlay COMfff ffff,,,,,^”“, •,Š,,,,,

- IDirectPlayfff ffff
- IDirectPlay2fff ffff
- IDirectPlayLobbyfff ffff

IDirectPlayfff ffff

IDirectPlay COM DirectPlay 3 の DirectX SDK  
1 2 0 fff ffff,—,, ,ffff fff, ,,,,,, Š‘,,,’,—  
,,,, IDirectPlay2,IDirectPlay2A,,, ,DirectPlayfff ffff,Ž,,,, ,

IDirectPlay2fff ffff

DirectPlay, Unicode•Ž—ffff LPWSTR ,ANSI•Ž—  
ffff LPSTR ,<—’, , “,•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 LPSTR ,<—’, , “,•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,ffffff,,,,, •  
,%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,ffffff ffff

"Path"              Ž %”,ffff fff,ff

"CurrentDirectory" ffff fff,ŠŽ,,ffffff,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

fffff, „„„„,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“, ‘ , ’,,,,,,, ‘,%o
,,,ff ,” ,,,, ffff fff, ff ,Ž”,Ž,ff ,• ,,,,,,
^%o,—, ‘ ,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,•—
```

```
,,,,fff,“ , , ,,,,,,Š”,,,, DPSESSINDESC2 “,’,,,,, ,•—
```



---

```
ff□,ffff□fff,šž,,,,□□,□f□f,□`□•,ž“,“–
,,,,,f□f,š,,,,,,,□DIALOGffff,□^%,ffff,□fffff,ž“,□\,,•–
,□,,,^□,ffff,□□,,•–,□–,□
```

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

```
Step 1: f□ff□fffff,←
ž“,□\,š–
,,,,,`^•,□f□f,ffff□fff,,,,,'□"`,``–<,,,,,□ffff□fff, DirectPlayEn
umerateš□,ž–,,□f□fff□ffff□f□,ffff□f,,,,,f□f□fffff,ž•,,,,,,□
ž,–,□f□f□fffff,←•–,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 ,Æ, ,,,, 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,Æ, ,
    Ž,—,IDirectPlayfff ffff, •—,Ž, QueryInterface,Ž—
    ,,IDirectPlay2Afff ffff, ,,,,

```

```

HRESULT CreateDirectPlayInterface(LPGUID lpguidServiceProvider,
    LPDIRECTPLAY2A *lplpDirectPlay2A)

```

```

{
    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,•,
    *lplpDirectPlay2A = 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,Œ, , ,,ffffff, ‘, , fffff,—<,,‘ f ff fffff, fffff ffff  
    ,•Ž,,f f, •,“—,—<,, ,,,  
    —%”,ffffff,—<,,•—,Ž,Ž,
```

```
// ,,Ž—,ffffff,Œ ,,
```

```
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(
```

```
    LPCDPSESSIONDESC2 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”,,
```

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

```
(LPARAM) 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::Open
                                DPOPEN_CREATE
                                ,•Ž, f f, •,“—,—,„, „,
        „fffff, •—,Ž,Ž,
// „fffff,fff,—,
ZeroMemory(&sessionDesc, sizeof(DPSESSIONDESC2));
sessionDesc.dwSize = sizeof(DPSESSIONDESC2);
sessionDesc.dwFlags = DPSESSION_MIGRATEHOST |
    DPSESSION_KEEPAIVE;
sessionDesc.guidApplication = DPCHAT_GUID;
sessionDesc.dwMaxPlayers = MAXPLAYERS;

```

```

sessionDesc.lpszSessionNameA =
lpszSessionName;

```

```

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

```

Step 5:

```

IDirectPlay2::CreatePlayer ののの
//
ZeroMemory(&dpName, sizeof(DPNAME));
dpName.dwSize = sizeof(DPNAME);
dpName.lpszShortNameA = lpszPlayerName;
dpName.lpszLongNameA = NULL;

```

```

// の

```

```

hr = lpDirectPlay2A->CreatePlayer(&dpidPlayer, &dpName,

```

```

    lpDPInfo->hPlayerEvent, NULL, 0, 0);
if FAILED(hr)
    goto CREATEPLAYER_FAILURE;

```

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□ffffff,ž,ff□ff□ff□fž•ž□GUID    ,,ffff  
lpDP



---

```

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

```

DirectPlayEnumerate

xe "DirectPlayEnumerate"§

**DirectPlayEnumerate**

**HRESULT** WINAPI DirectPlayEnumerate(

**LDPENUMDPCALLBACK lpEnumDPCallback, LPVOID lpContext);**

*DirectPlay*

• **DD\_OK**のの

DPERR\_EXCEPTION

DPERR\_GENERIC

DPERR\_INVALIDPARAMS

**lpEnumDPCallback**

**DirectPlay**

EnumDPCallback

**lpContext**

の

の

の  
TAPI

## xe "DirectPlayLobbyCreateobbyCreate(

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

```
DirectPlayLobbyffffff,ffffff,□□,,□,,Š□,DirectPlayLobbyffffff,□Š%  
,□,□ffff,fff,,□
```

- □œ, DD\_OKのの

CLASS\_E\_NOAGGREGATION

DPERR\_INVALIDPARAMS

DPERR\_OUTOFMEMORY

lpguidSP

—,,,—,, NULL,fff,,,,,,,,,

lpDPL

—œ,IDirectPlayLobbyfff ffff, Š%o,,ffff,,fff

lpUnk

IUnknownfff ffff

„ffff „fff f, —

,COM %œœŠ „,’,,,,, œ ,DirectPlayLobbyCreateŠ „ „fff f,NUL  
L^Š,’Ž’,,,ff ,•,

lpData

Dir

ectPlayLobby

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

dwDataSize

„fff f,0,fff,,,,,,,,,

f ffffŠ

lpCo

ntext  
f ffffŠ ,“,,,ffffff  
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 ,ffffff,lpSP  
Name, LPWSTR Unicode O LPSTR ANSI, ,,,‘<,,  
• —<‘,, ,TRUE —,, ,FALSE,•,

lpguidSP  
DirectPlayf ff fffff,ff fŽ•Ž,ffff  
lpSPName  
ffff,Ž,•Ž—  
,ffff UNICODEffff,‘<,,,,,, fff f,LPWSTRœ Unicode ,,,LPS  
TRœ ANSI ,,,  
dwMajorVersion and dwMinorVersion  
ffff,fff ,,,fff f fff”  
lpContext  
ffff fff‘<,ffffff,ffff

f□ffffŠ□,•,,,,,ffff,^Ž“,,,,,□f□ffffŠ□“,,,—  
Œ,,,□ffff□•,‘,,•—,,,ff  
□□□□  
f□f,ff□,□□,,f□f,ffff,•‘,,,,,,□,,Š□“,lpguidS  
P□lpSPName□lpData,^Ž“,ffff,,,□licationsCall  
back

BOOL WINAPI EnumLocalApplicationsCallback(  
LPCDPLAPPINFO lpAppInfo, LPVOID lpContext, DWORD dwFlags);  
  
IDirectPlayLobby::EnumLocalApplicationsffff,Ž—,,ffff□fff‘<,f□ffffŠ□□  
• —<‘,□□,TRUE□□—,□□,FALSE,•,□

lpAppInfo

## の DPLAPPINFO の

### lpContext

IDirectPlayLobby::EnumLocalApplications の

dwFlags

——, , , , , Ž——, , , , , ,

f ffffŠ , , , , , , ffff, Ž“ , , , , , f ffffŠ “ , , , —E , , , ffff •, •, , •—  
 , , , ffff fff, f f, •Ž , , fff, Š•, f f, ff , , , の  
の の

lpAppInfo, Ž“ , ffff, , , , lpAppInfofff f, Ž , , , “ , , , ffff lpzAppName  
A, lpzAppName の , , ^, •—, , ,

xe "EnumPlayersCallback2"§

EnumPlayersCallback2

BOOL WINAPI EnumPlayersCallback2(DPID dpId,

DWORD dwPlayerType, LPCDPNAME lpName,

DWORD dwFlags, LPVOID lpContext);

IDirectPlay2::EnumGroups, IDirectPlay2::EnumGroupPlayers

IDirectPlay2::EnumPlayers

• TRUE FALSE

dpId

ID

dwPlayerType

DPPLAYERTYPE\_GROUP

DPPLAYERTYPE\_PLAYER

lpName

DPNAME の

dwFlags

IDirectPlay2::EnumGroups, IDirectPlay2::EnumGroupPlayers

IDirectPlay2::EnumPlayers

lpContext

□□□□□

fŠfff□fff, □f□f, •Ž , ffff, Š•, □f□f, ff□, □□, □f□f, ffff, • , , , , , □ , , Š□ , lpName, ^Ž , fff  
f , , , □ , , □lpNamefff□f, Ž , , □ ` , ' , ffff□lpzShortName /  
lpzShortNameA , , , lpzLongName / lpzLongNameA, ^Ž , , , , , , , ' ^ , •—, , , □

```

xe "EnumSessionsCallback2"$
EnumSessionsCallback2
BOOL EnumSessionsCallback2(LPDPSESSIONDESC2 lpThisSD,

    LPDWORD lpdwTimeOut, DWORD dwFlags

    LPVOID lpContext);

```

```

IDirectPlay2::EnumSessionsfff,Ž—,,ffff fff'<,f ffffŠ
• —<,',, ,TRUE —,, ,FALSE,•,

```

```

lpThisSD
—<,,,fffff,•,DPSESSIONDESC2     の
    ,,fff f,,NULL,fff,,
lpdwTimeOut
Œ ,fff fff',Š,• ,,ffff %“,,,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,fff
f□ffffŠ□,•,,,, のの □□□□ffffŠ□“„—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□fff,□IDirectPlay2A,ANSI•Ž,Ž—
,□IDirectPlay2,Unicode,Ž—, IDirectPlay2
の 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



---

GetPlayerCaps

GetPlayerName

SetPlayerName

ffffŠ—  
Close

EnumSessions

GetCaps

GetSessionDesc

Open

SetSessionDesc

IDirectPlay2ffff□ffff,□,,,COMfff□ffff,“— IUnknownfff□ffff□fff  
IUnknown                      の の  
AddRef

QueryInterface

Release



のの **DPSYS\_DESTROYPLAYERORGROUP** の

```

Ž □ □ IDirectPlay2::DestroyPlayer, DPMSG_DESTROYPLAYERORGROUP,
IDirectPlay2::Open

```

Ⓔ ,fffff,‘ ,ffff,~—ff f, ,

DPERR\_INVALIDOBJECT

lipidGroup

dwFlags

```

    ,,,,"DirectPlay",,,,"Š",,,,"ffffID",ffID,,"",,,,"fffff','ffID,,,"",,,,"ffff,DPSYS_C
    REATEPLAYERORGROUPffffID,,"",,"",,,,"ffff",,"",,,,"ffffIDffID,fff,,,"
    ffffIDffID,Ž-,ŽID,,,"
    ffffIDffID,,"IDirectPlay2::SetGroupNameffff,Ž,,,"ffID,,"Ž,
    IDffIDf-,Š~•,,,,,,,,,lpGroupName,-',"Š,—,,,,,,,,,Ø
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);

```

œ ,fffff,f ff ffff, ,,  
• ,DD\_OKŽ",,,Ž,ff ',,,,,,•,  
DPERR\_CANTADDPLAYER

**DPERR\_CANTCREATEPLAYER**

DPERR\_GENERIC

**DPERR\_INVALIDOBJECT**

**DPERR\_INVALIDPARAMS**

**DPERR\_NOCONNECTION**

**lpidPlayer**  
**DirectPlayffffID,-, ,,,• ,ffff ,',DirectPlay,,,'œ,,**  
**lpPlayerName**  
**ffff,-'Ž,DPNAME "œ,ffff NULL,ffff, Š- •Ž,,,,,,,,,•,**  
**hEvent**

のの  
DirectPlay,,,,,<,,, ffff fff, ,,ffff fffffff  
lpData

ID  
NULL  
IDirectPlay2::SetPlayerData のの

dwDataSize

lpData

dwFlags

のの  
DirectPlay の

ID  
DirectPlay ID ID の

□□□□□□□□IDirectPlay2::SetName の Š—,,,□ff□f,,,•—  
,,,□ffff□fff,□IDirectPlay2::SetPlayerDataffff,,,□ffff,□□Ž,□Šf□f,Š~•,,,,,,,,□  
,,ffff,□□,□—  
,,□□,,ffff,fffff,%",,,,,' ',,,,,□fffff',\,,,,ffff,DPSYS\_CREATEPLAYERO  
RGROUPffff□fff□f,\,,,□ffff□fff□f,fff,,,,ffff□fff□f,Ž—,Ž□,,,,□  
DirectPlayfff□f,Ž",•,ffff,□,ffff□fff,,□hEventf  
hEvent

DPNAME, DPMMSG\_CREATEPLAYERORGROUP,  
IDirectPlay2::DestroyPlayer, IDirectPlay2::EnumPlayers,  
IDirectPlay2::Receive, IDirectPlay2::Send, IDirectPlay2::SetPlayerData,  
IDirectPlay2::SetName

xe "IDirectPlay2\:\DeletePlayerFromGroup"§  
IDirectPlay2::DeletePlayerFromGroup  
HRESULT DeletePlayerFromGroup(DPID idGroup,  
DPID idPlayer);

f,,ffff, ,,  
• Ć,,,DD\_OK Ž",,,Ž,ff ' ,,,,,•,  
DPERR\_INVALIDOBJECT

DPERR\_INVALIDPLAYER

```

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,□☒□,

```

- 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);**

*ffffff,ffff,□□,□,ffff^,*

- DD\_OK の の

**DPERR\_INVALIDOBJECT**

**DPERR\_INVALIDPLAYER**

**idPlayer**

ID

**DPSYS\_DELETEPLAYERFROMGROUP**

**DPSYS\_DESTROYPLAYERORGROUP** の

**IDirectPlay2::CreatePlayer, DPMSG\_DESTROYPLAYERORGROUP**

xe "IDirectPlay2\:\EnumGroupPlayers"§

IDirectPlay2::EnumGroupPlayers

HRESULT EnumGroupPlayers(DPID

**idGroup,**

**LPGUID lpguidInstance,**

**LPDPENUMPLAYERSCALLB idGroup**

**ACK2 ffff,—,ff f,ff fID**

**lpEnumPlayersCallback2, lpguidInstance**

**LPVOID lpContext, DWORD ŠE,,DirectPlayffffff,ffffff DPENUMPLAYE**  
**dwFlags); RS\_SESSIONfff,Ž',,,,,, ,fff f,NULL,fff,,**  
**,,,,,**

**ŠE ,ffff,‘ ,ff f,,,,ffff,—, lpEnumPlayersCallback2**

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

•

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

’ ,ffff, E ,ffff,f ff ffff fff,Ž—  
 ,—<,,  
 DPENUMPLAYERS\_SESSIONffff,ffff ff  
 ffffGUID,,,Ž’,,, fffff,fff,—<fff,’<,—<,,  
 ,ffff, IDirectPlay2::EnumSessions  
 —<,’,,E, ,,,,,, , DPENUMPLAYERS\_S  
 ESSIONffff,Ž—  
 ,, ,ffff,E, ,, IDirectPlay2::EnumSessi  
 onsffff,E, ,,E,,IDirectPlay2::Close,,IDire  
 ctPlay2::Openffff,E, ,,’ ,,,,,,  
 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  
ŠŒ,,DirectPlay fffffŒ DPENUMPLAYERS\_SESSION  
f f, NULL,fff,,,,,,,,,  
  
lpEnumPlayersCallback2  
fffff',Šff f,,,Œ, ,,,EnumPlayersCallback2Š ,fff  
lpContext  
f ffffŠ ,“,,,ffff fff',f  
fffff,,ffff  
dwFlags  
f ffffŠ ,dwFlagsfff f,“,,,fff  
DPENUMPLAYERS\_GROUP

ffff,—,ff f,\$,

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,-<, ,□





---

DirectPlay の DPCAPS IDirectPlay2::GetCaps  
DPCAPS dwSize  
dwFlags  
0  
DPGETCAPS\_GUARANTEED

IDirectPlay2::GetPlayerCaps  
DPCAPS, IDirectPlay2::GetPlayerCaps, IDirectPlay2::Send

xe "IDirectPlay2\:\:GetGroupData"§

**IDirectPlay2::GetGroupDwDataSize,  
DWORD dwFlags);**

IDirectPlay2::SetGroupData,,,,,ffID,Š~•,,,,,fffdfffd—,fffdfffd,Ž",,□  
• □E,,,DD\_OK□Ž"„Ž,ff□'„„„•,□  
DPERR\_BUFFERTOOSMALL  
DPERR\_INVALIDOBJECT  
DPERR\_INVALIDPARAMS  
DPERR\_INVALIDPLAYER

idGroup  
ff,—,ff□f,ff□fID□  
lpData  
ffff fffE—,ff f f f, ,,,ff の の の の NULL  
lpdwDataSizefff f,, f f,•Ž,,,,•—,fff, ',,,  
lpdwDataSize  
ffff,E, ',ffff,fff, Š%,,,• „ffff ffff, E,—  
„E „fff f,,ff f f f,fff,fff'^,ff  
f,, ffff, „„ DPERR\_BUFFERTOOSMALL „fff f,, •—  
,ffff fff, ',,,

dwFlags  
,,fff f,0,fff,, , ff f f f,Ž“,,  
DPGET\_REMOTE

ff f←,,f f ff f,,Œ ,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,,□ffffff’,”^,fff□fff,,□ff□f□f□f,□’,  
IDirectPlay2::SetGroupData

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

ff f,Š~•,,,-‘,•,  
• Œ,,,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,,,•□,,ffff□ffff,□Œ,—
,,Œ□,,fff□f,—‘f□f,fff,fff^,fff,,□ffff,□,,,□DPERR_BUFFERTOOS
MALL□□□□,,fff□f,,□•—,fff  の
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 の
- DPERR\_INVALIDOBJECT
- DPERR\_INVALIDPARAMS
- DPERR\_INVALIDPLAYER

```

idPlayer
ID
lpdwCount

IDirectPlay2::Receive

```

```

xe "IDirectPlay2\:\GetPlayerAddress"§
IDirectPlay2::GetPlayerAddress

```





---

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"$  
IDirectPlay2::GetPlayerData  
HRESULT GetPlayerData(DPID idPlayer,  
    LPVOID lpData, LPDWORD lpdwDataSize,  
    DWORD dwFlags);  
  
IDirectPlay2::SetPlayerData の 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 fffŒ—,ffff f f, ,,,,ffff,,ffff f f,fff,,Ž“,, ,

,,ff NULL lpdwDataSizefff□f,,□f□f,•Ž,,,,,•—  
,,fff,□'  
lpdwDataSize  
の ,',ffff,fff, Š%,,,• ,,ffff ffff, Œ,—  
,,Œ ,,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,Œ—,,f f ff f,,Œ ,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',fffff,Ž%  
,,,,,,□f□ff□ffff,□□,,,',□ffff□fff , IDirectPlay2::Open,Œ, □, ,



^%  
, Ēfff,,^ ,', ,,,',,,,,,, DPRECEIVE\_TOPLAYER,DPRECEIVE\_F  
ROMPLAYER,—•,Ž',,, ,Ē,,,,,fff f,•,,  
DPRECEIVE\_ALL

,Ž—%”,fff f,•, fffff,,

DPRECEIVE\_FROMPLAYER

lpidFrom ID の  
ID DPID\_SYMSG

DPRECEIVE\_PEEK

∞

DPRECEIVE\_TOPLAYER

lpidTo □□□□□□□□□□ ID □□□□□□□□□□  
,•f,,□,,,□lpdwDataSizefff□f,,□f□f,•Ž,,,,•—,fff,□',,,,□fff□f,fffID  
DPID\_SYMSG,,\',,,,,,,□ffff□fff,lpData,DPMSE\_GENERIC□'\',ffff,□□—  
,□,\',ffff□fff□f,fff,',,,,□dwTypefff,ffff,,,,,,□  
lpdwDataSize  
ののの  
の  
fff f,, ff f f f,fff,fff'^,fff,, ffff, ,,, DPERR\_BUFFERTO  
OSMALL ,fff f,•—  
,ffff,fff, ',,, ff ',,,fff f, , IDirectPlay2::Receive,  
Ē, ',•%  
,,,,, ,,, ^',IDirectPlay2::ReceiveĒ, ,—<,,,fff,Š,“,,,Ē,,,, ,DPERR\_B  
UFFERTOOSMALLff ,•,,,,, '•—, DPERR\_BUFFERTOOSM

ALLf f, Š,“,‘,,,,,,

```

ffff ID
DPID_SYSMMSG,‘ ,,,,,,fff f, fff,, ,,,ffff fff f,, , f
fff fff f,lpData,DPMSG_GENERIC,ffff,, ,ffff fff f,%o
,,,“”,,,,,dwTypefff,’,,,,,
,,,ffff,ff fffff,, ff f“,,,,ffff,‘ ,,,,,ff f,^,,,,fff f
ID DPID_SYSMMSG ‘,ffffID,—
,,,,•,,, ffff fff, f ff,ffff,^,,,,fff f,,,Ž,Ž, lpidFrom,lpidTofff
f,“,,’Ž,fff f, ffff,Ž ,,,,,,
DPSESSION_NOMESSAGEIDfff,fffff,Ž’,,,,, lpidFrom,lpidTofff f,
%o,^~,Ž,,,
DirectPlay,,,“ ,,,,,,f□ff□fffff,□f□f,””, Š‘ ,ffff,Ž□,,□,,,Ž□fff
□f,Œ□,,□f□f,”“,Œ□,,,□□□,,f□f,”Š□•□,,,,,□□□,

```

DPMSG\_GENERIC, IDirectPlay2::Send

xe "IDirectPlay2\:\:Send"§

**IDirectPlay2::Send**

**HRESULT Send**(DPID idFrom, DPID idTo, DWORD dwFlags,  
LPVOID lpData, DWORD dwDataSize);

• □□□□□□□□□□□□□□□□ **ffSY**

**DPERR\_INVALIDOBJECT**

**DPERR\_INVALIDPARAMS**

DPERR\_INVALIDPLAYER

DPERR\_SENDTOOBIG

idFrom  
‘□’\,ffffID□ffffID,□,,ffff□

idTo

ID  
ID,,,DPID\_ALLPLAYERSDPID\_ALLPLAYERS,Ž',,, fffff“,,,,ffff,f  
ff□f,‘ ,, DPSEND\_OPENSTREAM,DPSEND\_CLOSESTREAMfff,Ž—  
,,□□,□,,fff□f,ffffID  
dwFlags  
fff□f,‘•–,Ž,□,,fff□f,,,fff□f,•□,,□•□“,—□□^‘□,,□,,fff□f,‘,,,,,,DirectPlay □□□□  
□□□□□□□□□□□□DPSEND\_OPENSTREAM □ DPSEND\_CLOSESTREAM □□□□□□  
の  
□□□□□□□□□□□□DPSEND\_CLOSESTREAM □□□□□□□ IDirectPlay2::Send □□□□□□  
□□□□□□□の□□□□ ID の DPSEND\_OPENSTREAM □  
DPSEND\_GUARANTEED

%“,,,,•□•,,“□•–,fff□f, \□,,□

DPSEND\_HIGHPRIORITY

□–□fff□f, \□,,□,,,“□,,,,□f のの’ ,,,

DPSEND\_OPENSTREAM

ffff, ‘,fff f,‘,,,,,,, f ff fffff, “%o,fff,Ž,

DPSEND\_CLOSESTREAM

ffff,‘,,,,,fff f, ,,,,‘,,,,,,,Ž  
,

lpData

‘ ,,,f f,,ffff  
Ž ‘ ,,,fff f,,,,, ,fff f, NULL,fff,, DPSEND\_OPENSTREAM,DPSEN  
D\_CLOSESTREAMfff,Ž’,, NULL,,,,,,,

dwDataSize

‘ ,,,f f’,  
fff f,‘,ffff,‘ ,,,, ^ ,ffffID,Ž’,, fff f,ffff,ff f,‘ ,,,, ff f,Š,“,,,,ID,  
Ž’,, fff f,fffff“,‘, , DPID\_ALLPLAYERSffffID,Ž’,, IDirectDrawSur  
face2::Lock /  
IDirectDrawSurface2::Unlock,Œ, ,Š ,,,IDirectDrawSurface2::GetDC / I



- ⌘,,,DD\_OK  Ž”,,,Ž,ff  ’,  
•,  
**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

  ⓪           ,,,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 ff f f, f ff ffff f ,ffff fff,‘,—



---

Ⓔ,,, ff f f f, fffff“,,,,‘ffff fff,“,,,, DPSESSION\_NODATA  
MESSAGES  
,Ž’,,,,,ffffff,, f f,• ,’,,,, ,,,,‘ffff,DPSYS\_SETPLAYERORGROU  
PDATAffff fff f,‘,,, ff f,,ffff,f ff f f,Š”,,,  
f, DPMSG\_DESTROYPLAYERORGROUP  
ffff fff f,‘,,, ff f,”Š,,,,,,,—  
Ⓔ,,,,, ffff fff,,,,ff f,%o•,,,,,  
ffff fff f,fff,,,,ffff fff f,Ž—,Ž ,,,,  
Ž DPMSG\_SETPLAYERORGROUPDATA,  
IDirectPlay2::GetGroupData, IDir  
ectPlay2::Send

xe "IDirectPlay2\:\SetGroupName"§  
IDirectPlay2::SetGroupName  
HRESULT SetGroupName(DPID idGroup,  
LPDPNAME lpGroupName, DWORD dwFlags);

ff f, Ⓔ,ff f,-‘,fff,, DPSESSION\_NODATAMESSAGES  
,Ž’,,,,,ffffff,, -‘,• ,’,,,, ‘,,,,ffff,DPSYS\_SETPLAYERORGROUPNAMEf  
fff fff f,‘,,, ffff fff f,fff,,,,ffff fff f,Ž—,Ž ,,,,  
• Ⓔ,,,DD\_OK Ž”,,,Ž,ff ’,,,,,•,  
DPERR\_INVALIDOBJECT

DPERR\_INVALIDPARAMS

DPERR\_INVALIDPLAYER

idGroup  
-‘,fff,,ff f,ff fID  
lpGroupName  
ff f,-‘ •,Š,DPNAME “,,ffff ff f,-‘ •,Ž,,,

, 0 NULL f,,  
dwFlags  
,,fff f,0,Ž’,,, ,,,,ff f ffff,• ,,,,fff f,,,,-‘,“,,,  
DPSET\_GUARANTEED

%o",,,, • •,,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 fffĖ—,f f ffff,Š~•,,  
• Ė,,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,Z—,,,,,—^,, “,,,,,,,

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,‘,,,—  
Œ,,,□ff□f□f□f,□ffff“,,,,‘,ffff□fff,“,,, DPSESSION\_NODATAME  
SSAGES  
,Ž’,,,,,fffff,,□f□f,•□,’,,, ,,,,‘,ffff,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,

LPDPNNAME lpPlayerName, DWORD dwFlags);

DPSESSION\_NODATAMESSAGES

DPSYS\_SETPLAYERORGROUPNAME ∅∅

• DD\_OK∅∅

DPERR\_INVALIDOBJECT

DPERR\_INVALIDPLAYER

idPlayer

ID  
lpPlayerName  
DPNAME の  
NULL  
dwFlags  
0 の  
DPSET\_GUARANTEED

DPNAME, DPMSG\_SETPLAYERORGROUPNAME,  
IDirectPlay2::GetPlayerName, IDirectPlay2::Send  
  
xe "IDirectPlay2\\SetSessionDesc"§  
IDirectPlay2::SetSessionDesc  
HRESULT SetSessionDesc(LPDPSESSIONDESC2 lpSessDesc,  
DWORD dwFlags);

の ののの

IpSesesc

□,,□',Š,,,,fffff<□□“,,ffff□  
dwFlags  
,,ffff,,☒ffff,Ž–,,,,,□  
Ž□□DPSESSIONDESC2, IDirectPlay2::GetSessionDesc  
IDirectPlayLobby  
ffff□fff, □IDirectPlayLobbyffff□ffff,ffff,Ž–  
,,□ffff□fff,ffff□fff,Š~•,,,,f□f,☒☒,,□,,fffff, □IDirectPlay  
Lobby  
IDirectPlayLobby Interface

---

*ffff*Š—  
CreateAddress

EnumAddress

EnumAddressTypes

*ffff ffff*Š—  
Connect

EnumLocalApplications

RunApplication

*f f*Š—  
GetConnectionSettings

ReceiveLobbyMessage

SendLobbyMessage

SetConnectionSettings

**SetLobbyMessageEvent**

**xe "IDirectPlayLobby\:\:Connect"§**

**IDirectPlayLobby::Connect**

**HRESULT WINAPI Connect(DWORD dwFlags,**

**LPDIRECTPLAY2 FAR \*lpDP, IUnknown FAR \*pUnk);**

*ffff fff,fffff*

, ‘,  
*IDirectPlayLobby::RunApplicationffff,’ff fffffff,’<,, ‘f f ,,,IDir  
ectPlayLobby::SetConnectionSettings,Œ, ,,,, ’,,,f f,Ž—,,*

• Œ,,,DD\_OK Ž”,,,Ž,ff ’,,,,,\*,

CLASS\_E\_NOAGGREGATION

DPERR\_INVALIDFLAGS

DPERR\_INVALIDINTERFACE

DPERR\_INVALIDOBJECT

DPERR\_INVALIDPARAMS

DPERR\_NOTLOBBIED

DPERR\_OUTOFMEMORY

dwFlags

—, ,,,, 0, ,,,, ,,,

lpDP

—Œ,fff ffff, Š%

,, ,fff, ,fff IDirectPlay2 IDirectPlayLobby,,Œ, ,,, ,,,IDirectPlay  
2A IDirectPlayLobbyA,,Œ, ,,, fff ffff, ,,,, ,,,

pUnk

---

```

IUnknownfff ffff,ffff ,,fff f, —
,COM %0<”,,ĲŠ ,,,,’,,,,, Ĳ ,IDirectPlayLobby::Connect,, ,,fff f
,NULL^Š,’Ž’,,,,ff ,•,
    Ĳ,,, ,,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,Ĳ, ,,,,,,, ‘,ff ’,Ž”,, , f
ffff,, ‘,—’,,,
,,ffff,Ĳ, ,’, 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 guidDataType

```

```

e, LPCVOID lpData,
    DWORD dwDataSize, LPVOID lpAddress,
    LPDWORD lpdwAddressSize);

```

```

—,,,f ff fffffĲ—,ffff f ffff,, DirectPlayffff, ,, Ĳ%0
,ffff,, f ff fffff,ff ff ff fŽ•Ž GUID ,,,f ff fffff,ffff f f
fff,,%0Ž,,,,,,f f,Š,,,
• Ĳ,,,DD_OK Ž”,,,Ž,ff ’,,,,,•,
DPERR_BUFFERTOOSMALL

```

**DPERR\_INVALIDPARAMS**

```

guidSP
f ff fffff,GUID,,ffff C++,GUID,,Ž ,,,
guidDataType
Ĳ—
,ffff f ffff fff,Ž•,,GUID,ffff ’< ,,ffff f ffff fff,,,,DirectPlayf
fff,Ž ,,,, C++,GUID,,Ž ,,,
lpData
Ĳ—,ffff f ffff,Š,ffff,,ffff

```

dwDataSize  
lpData,ffff f ffff

,f  
lpAddress  
,,,DirectPlayffff, , ,,,,ffff,,ffff  
lpdwAddressSize  
DirectPlayffff□ffff,fff,Š,•□,,ffff□f□ff□fffff,□,,ffff,Œ,□,‘,lpdwAd  
dressSize,ffff,fff,□Š%o,,,,,,,,□ ffff,□Œ,—  
,,□,,fff□f,,lpAddress,□,□,,fff□,Š”,,, ffff,□,,□DPERR\_BUFFERTO  
OSMALL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

lpAddress

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 fffffff,,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 fffffff,Œ, , ‘ ’,Ž“,ffff fff,Ž•,, ff ¥ffffff,,,,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‰,,• ,,,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,  
LPVOID lpData, LPDWORD lpdwDataSize);

ff□□ffffff□ffff□fff,DirectPlayffff□fff,Š, ‘□,,,fff□f,Ž`  
,,□ffff□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 fffffff,Ć, , ‘ ,Ž“,,fff

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

ff fff, ,,,ff fffffff,,,’ ,, ,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  
DPERR\_CANTCREATEPROCESS  
  
DPERR\_GENERIC  
  
DPERR\_INVALIDINTERFACE

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

xe "IDirectPlayLobby\:\SendLobbyMessage"§

IDirectPlayLobby::SendLobbyMessage

*HRESULT* SendLobbyMessage( DWORD dwFlags,

DWORD dwAppID, LPVOID lpData,

DWORD dwDataSize);

ffff fff,ff ffffff,Š,fff f,‘ ,,

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

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

lpData

‘ ,fff f,Š,ffff,,ffff

dwDataSize

ffff,fff,fff^,Ž



---

,,  
Ž IDirectPlayLobby::RunApplication,  
IDirectPlayLobby::ReceiveLobbyMessage

xe "IDirectPlayLobby\:\:Se

tConnectionSettings"§

IDirectPlayLobby::SetConnectionSettings

HRESULT SetConnectionSettings(DWORD dwFlags,  
DWORD dwAppID, LPDPLCONNECTION lpConn);

□□□□□□□□の□□□□□□□□□□□□  
,□.OK□Ž”,,,Ž,ff□’,,,,,,•,□

**DPERR\_GENERIC**

DPERR\_INVALIDINTERFACE

DPERR\_INVALIDOBJECT

DPERR\_INVALIDPARAMS

DPERR\_OUTOFMEMORY

dwFlags  
—,,,,,□0,,,,,,,□  
dwAppID  
ff□□ffffff,€,□,□□□□`□’,Ž”,,ffff□fff,Ž•,,□ff□¥ffffff,,  
,,ffff□fff,’□,,□□fffの0の  
,ID” ,DirectPlayLobby::RunApplication,,Ž“,,

lpConn  
ŠŽ,,ffff fff,Ž’, fffff ffff,•Ž,,,ffffff ffffff, ‘,,,•—  
,,,, •,Š,, DPLCONNECTION  
“,,ffff

Ž IDirectPlayLobby::GetConnectionSettings

xe "IDirectPlayLobby\:\:SetLobbyMessageEvent"§  
IDirectPlayLobby::SetLobbyMe

ssageEvent  
HRESULT SetLobbyMessageEvent(DWORD dwFlags,  
DWORD dwAppID, HANDLE hReceiveEvent);

ff fff f,Ž,Ž,,,fff,,,ffff,“~, fff f,“Š,,,•—  
,,,ffff fff, ,,ffff,Œ, ,,,,,  
,,IDirectPlayLobby::RunApplication      o  
,,,ffff,• ,,,,,,  
• Œ,,,DD\_OK Ž”,,,Ž,ff ’,,,,,•,  
DPERR\_GENERIC

DPERR\_INVA  
LIDINTERFACE

DPERR\_INVALIDOBJECT

DPERR\_INVALIDPARAMS

DPERR\_OUTOFMEMORY

dwFlags  
—, , , , 0, , , , , , , ,  
dwAppID  
ff fffffff,Œ, , ‘ ’,Ž“,,,ffff fff,Ž•,, ff ¥ffffff, , , , , , , , fff  
,’ , , ffff fff,Œ, , , , , , , , fff f,0, , , , , , , , ffff fff, , , , ff fffffff,,  
,’ , , , ,ID” ,DirectPlayLobby::RunApplication,,Ž“,,,  
hReceiveEvent  
fff f,Ž , , , , , , , , , , , , , , 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

DPCAPS\_GUARANTEEDSUPPORTED

DirectPlay の **DirectPlay** の

DPCAPS\_ISHOST

の **DirectPlay**

**DPCAPS\_KEEPA****LIVEOPTI***ffff,,œ,ffff,‘□,,,□*  
*‘ffff□,,,,,‘,,ffff□f,,,^□,ffff,—,,‘□,,,□*  
dwMaxQueueSize  
Ž—,,,,□  
dwMaxPlayers  
,,DirectPlayffffffffff,f□f,,,,,f□fff,,,ff□f,□`fffff□□  
dwHundredBaud  
1•“,,,,ffff•□f□□f□f□,100ffff’^,Ž,□,,,,,,’,24,□□□2400f□,Ž,,,,□  
dwLatency

DirectPlay の 0  
dwMaxLocalPlayers

dwHeaderLength

DirectPlay

dwTimeout

*fffff, ,ffffff’ ’* DirectPlay, *fff f,%o“,’,,,,,ffffff’*,Ž—  
,,  
Ž IDirectPlay2::Send

xe "DPCOMPORTADDRESS"§  
DPCOMPORTADDRESS  
typedef

---

```

    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      の  
DPLCONNECTION の

dwFlags  
  
‘•-,Ž,  
DPLCONNECTION\_CREATE  
SESSION

ffff<   ,,,,   ,ffff,    ,,

DPLCONNECTION\_JOINSES  
SION

fffff' ,,,,,,Š',fffff,Ž%o,,

lpSessionDesc

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

lpPlayerName

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

guidSP

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

lpAddress

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

dwAddressSize

ffff f f.fff.fff^,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

の 0

**lpzShortName and lpzLongName**

Unicode

IDirectPlay2

**lpzShortNameA and lpzLongNameA**

ANSI のの

IDirectPlay2A の 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;
```

```
IDirectPlay2ffff, ”—, , , , < , Š,
DPSESSIONDESC “, IDirectPlay2fff ffff, Ž—, , ,
```

dwSize

```
DPSESSIONDESC2 “, fff, fff”^Ž’, , ffff fff, DPSESSIONDESC2 “,
Ž—, , , , fff, ’, , , , , , , , , , , , , , ff , ,
```

dwFlags

```
^%o, fff, ‘, , ,
```

DPSESSION\_JOINDISABLED

```
□, , ffff□fff, , fffff, %o, , , , , , , , □
```

```
DOPEN_JOINfff, , fffff□ffffff, ff□ff□ff□fŽ•Ž□GUID□, Ž’, , IDirectPl
ay2::Open ∞∞
```

DPSESSION\_KEEPAIVE

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



---

IDirectPlayLobby::RunApplication,fffff,,□

DPLSYS\_DPLAYCONNECTSUCCEEDED

IDirectPlayLobby::RunApplication,fffff, ,',ffff fff,Ž%  
,, " ,,,, fffff,Ž%, Ė,,,,, 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;
```

```
DPNAME dpnName;
} DPMMSG_CREATEPLAYERORGROUP,
*LPDPMMSG_CREATEPLAYERORGROUP;
```

DPSYS\_CREATEPLAYERORGROUP □□□□□

--	--	--	--

```
f,f,,DPSYS_CREATEPLAYERORGROUP,fff,,
,□
```

## dwPlayerType

```
fff[]f,ffff[]DPPLAYERTYPE_PLAYER[],ff[]f[]DPPLAYERTYPE_GROUP[],,,,,“-
,,,,,ž,[]
```

dpId

ffffID, ff□fID, , , , □□, , , , ž, □

dwCurrentPlayers

, , f f f f f , , € □ , f f f f , , , f f □ f , □ □ , , , , ' % , , , , , Š , □

lpData

, , f f f f , , , f f □ f , Š ~ • , , , , □ f f f f □ f f f f € - , f f □ f □ f □ f , , f f f f □

```

,,fff, NULL,,,,ffff, ,,

```

dwDataSize

1pData

dpnName

IDirectPlay2::CreateGroup, IDirectPlay2::CreatePlayer

```
xe "DPMSG_DELETEPLAYERFROMGROUP"§
```

## DPMSG DELETEPLAYERFROMGROUP

```
typedef DPMMSG_AD
```

DPLAYERTOGROUP DMSG\_DELETEPLAYERFROMGROUP;

**typedef DPMSG\_DELETEPLAYERFROMGROUP**

\*LPDPMSG\_DELETEPLAYERFROMGROUP;

DPSY

S\_DELETEPLAYERFROMGROUP

*TEPLAYERFROMGROUP*                      *0*                      *0*

,,,,DPMSG\_ADDPLAYERTOGROUP “Ž ,,,,

```
xe "DPMSG_DESTROYPLAYERORGROUP"§
```

**DPMSG\_DESTROYPLAYERORGROUP**

```
typedef struct{
```

```

        DWORD dwType;
        DWORD dwPlayerType;
        DPID dpId;
        LPVOID lpLocalData;
        DWORD dwLocalDataSize;
        LPVOID lpRemoteData;
        DWORD dwRemoteDataSize;
    } DPMMSG_DESTROYPLAYERORGROUP,
    *LPDPMMSG_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  
 ff□f□f□f,fff□  
 Ž□□IDirectPlay2::DestroyGroup, IDirectPlay2::DestroyPlayer

```

xe "DPMMSG_GENERIC"$
DPMMSG_GENERIC
typedef struct{
    DWORD dwType;
} DPMMSG_GENERIC, *LPDPMMSG_GENERIC;

```

**dwType**

の

```

lpidFromfff f,,,Ž,,,',DPID_SYSMMSG,",,,, ,-',fff f f f,DPMS
G_GENERICŒ,ffff, Ž,dwType,'Š,,,^Œ, —, , fff f,Ž—
,Œ',,,, ^Œ, —,,,, fff f,Š',ffff
fff f,,,,ffff,,,,,,

```

```

xe "DPMSG_HOST"§
DPMSG_HOST
typedef DPMSG_GENERIC DPMSG_HOST;
typedef DPMSG_HOST *LPDPMS

```

G\_HOST;

```

○○
f, ,,,,ffff,' ,,,

```

```

xe "DPMSG_SESSIONLOST"§
DPMSG_SESSIONLOST
typedef DPMSG_GENERIC DPMSG_SESSIONLOST;
typedef DPMSG_SESSIONLOST *LPDPMSG_SESSIONLOST;

```

```

fffff',',,,,ffff,, 'Ž,,,,, DirectPlay,,,,,fff f,
ff f fffff,fff f,',,,,,, ,,, fffff,Ž,,,Ž“,,,,,f f,—
Œ,,, ,fff f,Ž,Ž,,, ffff fff,',,•, —,,,,,,

```

```

xe "DPMSG_SETPLAYERORGROUPDATA"§
DPMSG_SETPLAYERORGROUPDATA
typedef struct {
    DWORD dwType;
    DWORD dwPlayerType;
    DPID dpId;
    LPVOID lpData;
    DWORD dwDataSize;

```



---

```
} DPMMSG_SETPLAYERORGROUPDATA,  
*LPDPMMSG_SETPLAYERORGROUPDORGRO  
UPDATA,,,
```

## dwPlayerType

```
fff f,ffff DPPLAYERTYPE_PLAYER,f f DPPLAYERTYPE_GROUP,,"-  
,,,Ž,  
dpId  
f f,•,,,ffffID,,,f f ID  
lpData  
f f,ffff f f"-f f f f f, f f f  
dwDataSize  
lpData ,,,,Ž,,,ffff,Š,f f, f f  
ffff, f f f f f f f, f f f f f f f, f f f,•,,, f f f,  
\ , f f f f f f f, f f f f, f f f,•\,,•-  
,,, IDirectPlay2::GetGroupData IDirectPlay2::GetPlayerData  
DPGET_REMOTE ,,,,f f,Ž,-  
,,,,, DPSESSION_NODATAMESSAGESfff,Ž',,,,fffff,, ,fff f,  
,,,  
Ž IDirectPlay2::GetGroupData, IDirectPlay2::GetPlayerDa  
ta, IDirectPlay2::SetGroupData, IDirectPlay2::SetPlayerData
```

```
xe "DPMMSG_SETPLAYERORGROUPNAME"§
```

```
DPMMSG_SETPLAYERORGROUPNAME
```

```
typedef struct {  
    DWORD dwType;  
    DWORD dwPlayerType;  
    DPID dpId;  
    DPNAM
```

```
E dpnName;  
} DPMMSG_SETPLAYERORGROUPNAME,  
*LPDPMMSG_SETPLAYERORGROUPNAME;
```

```
DPSYS_SETPLAYERORGROUPNAMEfff f f,•,Š,
```

```
dwType
```

```
fff f,Ž•,, ,fff,,,DPSYS_SETPLAYERORGROUPNAME,,,
```

```
dwPlayerType
```

```
DPPLAYERTYPE_PLAYER,f f DPPLAYERTYPE_GROUP
```

```
dpId
```

-,• ,,,ffffID,,,ff fID

dpnName

のの

ame,,,IDirectPlay2::GetPlayerNameffff,Ž—,,,□,,,f□f,Ž,—  
,,,,,□DPSESSION\_NODATAMESSAGESffff,Ž',,,,,,ffffff,,□,,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

„ffffff,„„ Š%o„„„„

---

DPERR\_APPNOTSTARTED

„ffff fff,,ŠŽ,,,,,

DPERR\_BUFFERTOOLARGE

f f ffff,‘,  
,,,, Š”,,,,,,,,

DPERR\_BUFFERTOOSMALL

DPERR\_CANTADDPLAYER—,,,,ffff, —,f f,Ž—,,,, •‘,,,,,

ffff,fffff,%o,,,

DPERR\_BUSY

DirectPlayfff f ff ,,,,,,

DPERR\_CANTCREATEGROUP

„ff f, ,,,

DPERR\_CANTCREATEPLAYER

„ffff, ,,,

DPERR\_CANTCREATEPROCESS

ffff fff,Ž

”

DPERR\_CANTCREATESESSION

„ffff, ,,,

DPERR\_CAPSNOTAVAILABLEYET

DirectPlayffffff,„—,,Œ’,,,,, ,ff , Ž—%”,fff•,ŽŠ,Œ’,f fff,•—  
, ‘Ž ,DirectPlayffffff,ffffff,„, ,” ,,,,,,

DPERR\_EXCEPTION

—Œ, —,,,,,—Š,” ,,

DPERR\_GENERIC

’Œ,,,,,ff , ‘,” ,,

DPERR\_INVALIDFLAGS

Š ,“,,fff,—Œ,,,

DPERR\_INVALIDINTERFACE

fff ffff,fff f,—Œ,,,

DPERR\_INVALIDOBJECT

DirectPlay                   Œ                   ,,,

---

DPERR\_INVALIDPARAMS

Š ,“,,,,,^ ,fff f,-Œ,,,

DPERR\_INVALIDPLAYER

ffffID, ,,f f fffff,—Œ,ffffID,,,”Ž,,,

DPERR\_NOCAPS

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

DPERR\_NOCONNECTION

’ fff,Š—,,,,,,

DPERR\_NOINTERFACE

ŉ ff f,,,,,,

DPERR\_NOMESSAGES

Ž ,,,fff f,,,

DPERR\_NONAMESERVERFOUND

f ff f fff ,Œ,,,,, ffff, ,,fff,•—,,,

DPERR\_NOPLAYERS

,,fffff,,—Œ,ffff,,,

DPERR\_NOSESSIONS

„f f,,Š‘,fffff,,

DPERR\_NOTLOBBIED

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

DPERR\_OUTOFMEMORY

ℴ

DPERR\_PLAYERLOST

DPERR\_SENDTOOBIG

IDirectPlay2::Send

DPERR\_SESSIONLOST

ℴ

---

**DPERR\_TIMEOUT**

**DPERR\_UNAVAILABLE**

**DPERR\_UNKNOWRCANCEL**

**IDirectPlay2::Open***ffff***CE**,**□**,**“**,**□□***ffff,f□f,,,,ffff***,”****□**