Microsoft(DirectX(3
ƒƒƒƒƒƒŠ"ƒƒƒ

,,ƒƒƒƒƒƒ,‹□,,,,,□•,□—
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n, −,,,‹‰o,,,, "‹" ‹Š",,,,,,•Ž •−,,,• "',,,,,,,,,,
Microsoft , ,,ƒƒƒƒƒƒ,‹ ,,,,, ƒƒƒƒ ƒƒƒ,"‹,,,, ',"‹ • ' Œ ,,','" —
Œ,•Ž,,,, ,,ƒƒƒƒƒƒ, Microsoft , −,,,‹‰o,,,, "‹ • ' Œ ,,','" —Œ,‹‰o,—
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Microsoft ActiveMovie Direct3D DirectDraw DirectInput DirectPlay DirectSound DirectX MS-DOS Win32 Windows ,,,Windows NT, • Microsoft Corporation,• ,,,,,', ,,,,, •,,,

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DirectPlay

µDirectPlay,,,,   §

DirectPlay*ƒ ƒƒƒƒƒ* §

Direct©©ay*ƒƒƒ ƒƒƒ*   §

DirectPlayLobby*ƒƒƒ ƒƒƒ* §

ƒ ƒƒ ƒƒƒƒƒ§

DirectPlay,Š—   §

*ƒƒƒƒƒ*Š— §

*ƒƒƒƒ*Š—   §

*ƒƒ ƒ*Š— §

DirectPlay,,,,

Microsoft Windows®*ƒƒƒ ƒƒƒƒ ƒƒƒƒ*—,Microsoft®
DirectPlay®*ƒƒƒƒ*□*ƒƒƒ*□*ƒƒƒƒƒƒ*□*ƒƒƒ*□*ƒƒƒƒ* (API)
, *ƒƒƒƒ ƒƒƒ*,,,' *ƒ ƒƒ*,,*ƒƒƒƒ*,' ‰,,*ƒƒƒƒƒƒ ƒƒƒ ƒƒƒƒ*,,, DirectPlay
, *ƒƒƒƒƒ ƒ*,*ƒƒƒƒƒ* ,,,,*ƒƒƒƒƒ ƒ ƒƒ*,ˆ',,,' •–
, *ƒƒƒƒ*□*ƒƒƒ*,,,,, *ƒƒ ƒ ƒ* ,,'‹,,*ƒƒƒƒƒ*,,,,,,,
ƒƒƒ ƒƒƒƒ,,,' ,,,,,,*ƒƒƒƒ ƒƒƒ* ",*ƒ ƒ* , ,,,,‹–
,,,,,,,,,,,, *ƒ ƒƒƒ ƒƒƒƒ ƒ*, ‰‹,,,,*ƒ ƒ*,*ƒƒƒƒƒƒ ƒ*,,,—
„□'*ƒƒƒƒƒ*,Ž,,,,,,,□DirectPlay, ,,,,Š '•–,ˆ,,,' ,,•— ,Ž, , –Š,ˆ"‰
,,,' ‹",'‹,, DirectPlay ,—,,, '—, '•–,*ƒƒƒƒƒƒ*,, ,•Ž,,‹,,, —
,,*ƒƒƒƒ ƒƒƒ*, , ,,,,'—,',,,,,,,□
DirectPlay*ƒ*□*ƒƒƒƒƒ*

DirectPlay,□'□,'Ž□'□*ƒƒƒ*,Ž—,, *ƒƒƒƒƒƒƒ ƒƒƒƒ ƒƒƒ*,—‹,'‰
,, 'API,*ƒƒƒƒƒƒƒ*,,,, DirectPlay*ƒ ƒƒƒƒƒ*, DirectPlayLobby DirectPlay Dir
ectPlay*ƒ ƒƒ ƒƒƒƒƒ*,,,,*ƒƒƒ*□*ƒƒƒ*,,□□,,,□Ž,□,□,,,,*ƒƒƒ*□*ƒƒƒ*,□,,,'‰
„*ƒƒƒ ƒƒƒƒ*,,ŠŒ,Ž,,,,

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,,*ƒƒƒƒƒ*,, ,,,,*ƒƒƒ ƒƒƒ*,,,,,ˆ"",', •, –,,

  •..DirectPlay*ƒƒƒ ƒƒƒ*
  •...DirectPlayLobby*ƒƒƒ ƒƒƒ*
  •...*ƒ ƒƒ ƒƒƒƒ*

DirectPlay*ƒƒƒ*□*ƒƒƒ*

DirectPlay,Microsoft,,,,'‹,, *ƒƒƒƒ ƒƒƒ*,‹'*ƒƒƒ ƒƒƒƒ*,ŒŠ,,
DirectPlay*ƒƒƒ ƒƒƒƒ*, •Ž,, "ˆ,' *ƒƒƒ*,Š—,,,,,•—
,"Ž,*ƒƒƒ*, DirectPlay*ƒ ƒƒ ƒƒƒƒƒ*,"•,‰•,,□ DirectPlay,——
„*ƒƒƒƒ*□*ƒƒƒ*,□'□"',*ƒƒƒ*□*ƒƒƒ*,,"—
,,,, ,,"','‹,,*ƒƒƒ*,*ƒƒƒƒ ƒ* ,,,,*ƒƒƒƒƒ ƒ ƒƒ*,,,,‹,,•—,,,

DirectPlay, *ƒ ƒ*,*ƒƒƒƒ* ,*ƒƒƒƒ ƒ*,,,,,, DirectPlay*ƒ ƒƒ ƒƒƒƒƒ*,"",Œ ,, *ƒƒƒ*
ƒ□*ƒƒƒ*,□DirectPlay*ƒƒƒƒƒƒ*,Œ„*ƒƒƒ*,, DirectPlay*ƒƒƒƒƒƒ*, Ž—
‰",DirectPlay*ƒ ƒƒ ƒƒƒƒƒ*,,,,,Œ,,' , '',,,,*ƒ ƒƒ ƒƒƒƒƒ*, *ƒƒƒƒƒ ƒ*,*ƒƒƒƒƒ*,,
,Ž,,,,

DirectPlay API, COM*ƒƒƒ*□*ƒƒƒƒ*,',,*ƒƒƒƒ*□*ƒƒƒ*,ŒŠ,,,,,
DirectPlay*ƒ ƒƒƒ*3,, IDirectPlay2,,,IDirectPlay2A,,,,,,*ƒƒƒ ƒƒƒƒ*,——
,,, IDirectPlay2A,ANSI•Ž—
,Ž,,,', IDirectPlay2,, ,,,,DirectPlay '',Unicode•Ž—,Ž,□
IDirectPlay*ƒƒƒ*□*ƒƒƒƒ*,□DirectPlay*ƒ*□*ƒƒƒ*1,2,□,,,*ƒƒƒƒ ƒƒƒ*,‰ˆŒŠ ,,,,*ƒ*
ƒƒƒƒ,*ƒƒƒ ƒƒƒƒ*,,,—ˆ,,,,, ANSI•Ž—,,,Ž—,,
ƒƒƒƒ ƒƒƒ,,,,,DirectPlay*ƒƒƒƒƒƒ*,*ƒƒƒƒƒƒ*, , ,,,*ƒƒƒƒ ƒƒƒ*,• ,*ƒƒƒƒ*,Š—
,,,,,□,,*ƒƒƒƒƒƒ*,',,,,,'□,Ž ,, *ƒƒƒ ƒƒƒ*,ˆŽ,,,, DirectPlay*ƒƒƒƒƒƒ*,,,' ,Œ,,'
, , *ƒƒƒ ƒ*,Ž ,,Œ DirectPlay*ƒƒƒƒƒƒ*, *ƒ ƒƒ*,*ƒƒƒƒ ƒƒƒ*, ,,,,,,*ƒƒƒƒ*,,,
,,,*ƒƒƒ ƒ*,□,,•—,,, • , *ƒƒƒ ƒ ƒƒ* ,'‰,,
,,*ƒ ƒƒƒ*,DirectPlay, *ƒƒ ƒ ƒƒ*,*ƒ ƒ ƒƒƒƒƒ*,*ƒƒ ƒ*,,
,,, ,,,,*ƒƒƒƒ*, *ƒƒƒƒƒ*',‹,,,,,*ƒƒƒƒ*,,,*ƒƒƒ ƒ*,' „,,,,,,□ *ƒƒƒƒ*□*ƒƒƒ*, *ƒƒƒƒƒ*,‰
,, ,,*ƒƒƒƒ ƒ*,", ,,*ƒƒƒƒ*,*ƒƒ ƒ*, ,,,,,,,ID" ,Š,", ,, Š"Ž, *ƒƒƒƒƒ ƒ ƒ*
ƒƒƒ,*ƒ ƒ*, Œ,,,,,,,,, *ƒƒƒƒƒƒ ƒ ƒ ƒƒƒ*,, ,,,,*ƒƒƒ*□*ƒ*,*ƒƒƒ*□*ƒƒƒƒ*□*ƒ*□,*ƒ*
□*ƒ¥ƒƒƒƒ*,',,, ,,,*ƒ ƒ ƒƒƒƒ*, " ,*ƒƒƒƒƒƒ ƒƒƒƒ*,*ƒƒƒ ƒ*,"',, —
,*ƒ ƒƒƒ*,DirectPlay,, *ƒƒƒƒ ƒƒƒ ƒ ƒ*,*ƒƒ ƒ*,,—',,,

DirectPlayLobby*ƒƒƒ ƒƒƒ*

DirectPlayLobby,□DirectPlay*ƒƒƒƒ*□*ƒ*ff,' ,,,,, ˜"",ffff ff fff ff f,,, ' ffff ff fff fff, ‰Ž—
,,ff ffffff ffffff,Š,,,, ff ffffff ffffff,f f,ffff f ," ,□ *ƒƒ*□□*ƒ* f ,' ,, f f, ff ffffff,Ž',,,,f f fff ffff,,,, ',ffff, Œ,,,f f fffff,Ž‰
,,,,,,,, ffff ff f,fffff,ŠŽ,,,,,Œ,,, ff ffffff,,,,,*ƒƒƒ*□*ƒ*□,*ƒƒƒ* □*ƒƒƒ*,ŠŽ, f ff fffff,'',fffff,, ',,,,•—, •,'‹,, DirectPlayLobby APIŠ ,',, ',, ŠŽ‰",,,,DirectPlay*ƒƒƒƒ* fff, ff ‰",Œ,, ,, DirectP layLobby, fffff, ',ffff fff,ff ffffff,' ,,, ffff fff, — ,ff ffffff,',,,,,,,ffff,—ˆ,,,,

ƒƒ□□*ƒƒƒƒƒ*,□IDirectPlayLobby::EnumLocalApplications*ƒƒƒ*,Ž—,,□*ƒ*□*ƒ*

DirectPlay

DirectPlayEnumerate

IDirectPlayLobby::RunApplication の

DirectPlay
IDirectPlayLobby::CreateAddress
IDirectPlayLobby::EnumAddress
DirectPlayLobby の

IDirectPlayLobby::SendLobbyMessage
IDirectPlayLobby::ReceiveLobbyMessage
IDirectPlayLobby::RunApplication

IDirectPlayLobby::SetLobbyMessageEvent

IDirectPlayLobby
IDirectPlayLobby::GetConnectionSettings

□*ƒ*',,,,,,,,□,,,•□,,,,□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

　　　　*ƒ　ƒƒƒƒƒƒ,ƒƒƒƒ　ƒƒƒŠŽŽ,　Š‰　—
，，,,,,,,,,Ž,,,,　,,　　　ƒƒƒƒ　ƒƒƒ,　•　",　DirectPlay,　Š‰,Ž　,,,,,,,
ƒ　ƒƒ　ƒƒƒƒƒ

ƒ　ƒƒ　ƒƒƒƒƒ,　DirectPlay,—‹,‰,　",‚^',,'　ƒ　ƒƒ,'‹,,
　ƒƒƒƒƒ　ƒ　ƒƒ,Š,,,,,'　,　　—ƒ　ƒƒƒƒ,'　"',,,,ƒ　ƒƒ　ƒƒƒƒƒ,—
　^,,,,,,,,　*DirectDraw*,,　ƒƒƒŠ'　'　TAPI　　ƒƒƒƒ　'　ƒƒƒ　ƒƒƒ
　TCP/IP　IPX,,,,ƒ　ƒƒ　ƒƒƒƒƒ,Š,,,,,

DirectPlay,Š—

,,ƒƒƒƒ,,　DirectPlayƒƒƒ□ƒƒƒ,,,,,ˆ"",□•,Š,, ,,,□Ž,ƒƒƒƒ,,,,□–,,□

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- DirectPlay　　　　3　　　　　　　　　　　?

DirectPlay　　　　　　　　　　　　　　　　　　　　　ののの
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　IDirectPlay2::Open　　　　　　　　　　　　　　　　DPSESSIONDESC2
ののののの IDirectPlay2::GetCaps
　　　　　　　　　　　　　の

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IDirectPlay2::GetSessionDesc**GetSessionDesc**

　　　　　　　　　　　　　　　　　　IDirectPlay2**::Close**
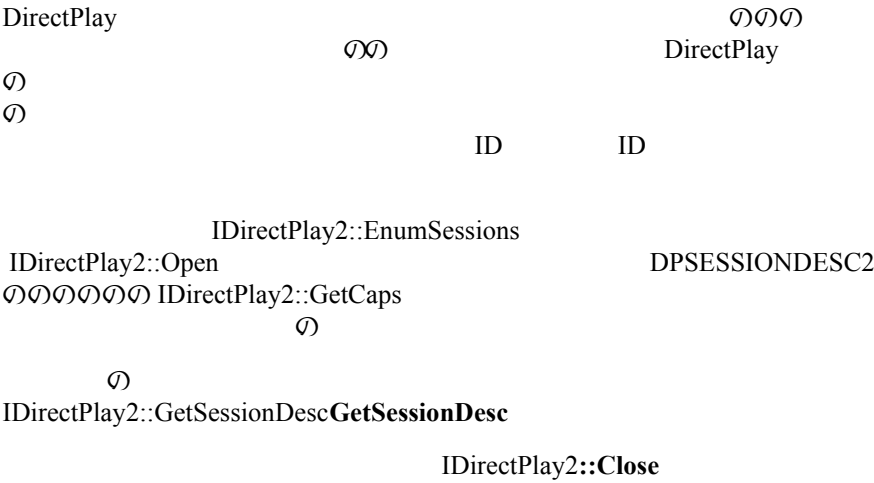
DPSESSIONDESC2　　　　　　DPSESSION_MIGRATEHOST
　　　　　の
DPSYS_HOST　　　　　￥

　　　　　　　　　　DirectPlay

の

IDirectPlay2::CreatePlayer　　　　　IDirectPlay2::DestroyPlayer ののの

DirectPlay　　　　　　　　　　ID　　　　　　　　　　　　　　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
　,"―,□*ƒƒƒƒ*□ƒƒƒ,ˆ□,□Ž–□,Š,",,,,,,,□DirectPlay,ƒƒ□　　　　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

のをの

IDirectPlay2::GetMessageCount

DirectPlay の

DPID_SYSMSG

の　　　　　　　　　　　　　　　　　　　　　　　　32

DPSYS_　　　　　　　　　　□□□□□□□□

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の DirectX™ 3　　　　DirectPlay

DirectPlay　DirectPlay　2 の

IDirectPlay2::SetPlayerData $ffff$,—

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IDirectPlay2::GetPlayerData　1

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IDirectPlay2::SetGroupData　IDirectPlay2::GetGroupData

の

IDirectPlay2::Receive　　　　　　　　　　　ID　DPID_SYSMSG

のdwType

IDirectPlay2::Receive2::Receive

　DPMSG_GENERIC　　　　　　　　　　DPSYS_　　dwType

　　　DPMSG_

のの

dwType

DPSYS_ADDPLAYERTOGROUP

DPMSG_ADDPLAYERTOGROUP

DPSYS_CREATEPLAYERORGROUP

DPMSG_CREATEPLAYERORGROUP

DPSYS_DELETEPLAYERFROMGROUP

DPMSG_DELETEPLAYERFROMGROUP

DP**SYS_DESTROYPLAYERORGROUP**

DPMSG_DESTROYPLAYERORGROUP

DPSYS_HOST

DPMSG_HOST

DPSYS_SESSIONLOST

DPMSG_SESSIONLOST

DPSYS_SETPLAYERORGROUPDATA

DPMSG_SETPLAYERORGROUPDATA

DPSYS_SETPLAYERORGROUPNAME

DPMSG_SETPLAYERORGROUPNAME

IDirectPlayLobby::ReceiveLobbyMessage   dwFlags
DPLAD_SYSTEM   の
          dwType
IDirectPlayLobby::ReceiveLobbyMessage
  DPLMSG_GENERIC   DPLSYS_   dwType

DirectPlay

            の   の

Win32®,WaitForSingleObjectŠ□,Ž—,,□

DirectPlay

DirectPlayLobby

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DirectPlay
DirectPl**ay**   **DirectP**lay

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DirectPlay

DirectPlay   RIFFの

- GUID

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DirectPlayの

GUID

DPAID_ComPort

DPCOMPORTADDRESS

Ž,—‘,Ž’,,

- Ž—,,COM*ƒ ƒ* 1-4
  - *ƒ ƒ ƒ* **100-256k**
- *ƒƒƒƒ ƒƒƒ'* 1-2
  - *ƒƒƒƒ* **0-–, 1-Š 2-‹ 3-*ƒ ƒ**
  - *ƒƒ* Œ 0-–, 1-xon/xoff 2-RTS 3-DTR 4-RTS/DT**R**

DPAID_Inet

"xxx.xxx.xxx.xxx" Ž,IP*ƒƒƒƒ*,,,"dplay.microsoft.com",,,,*ƒ ƒ* –,•, ASCII•Ž—

DPAID_Phone

"~" , ,Œ,•,,,, **ASCII•Ž—**

DPAID_ServiceProvider

**,,*ƒƒƒƒ*, ,,,*ƒ ƒƒ* *ƒƒƒƒƒ*,16*ƒƒƒ*,GUID
,,,,,ˆ,,ƒ* **ƒƒ** **ƒƒƒƒƒ,",ƒƒƒ,ƒƒƒƒ** *ƒ* *ƒƒƒƒ*,Ž,,,,,,,,, ,
,*ƒƒƒƒ*,–Ž,,,,,,,,,

ƒƒƒƒ **Ž•Ž ,16*ƒƒƒ*, GUID ,,,**

DirectPlay*ƒ* *ƒƒƒ* 3,‰o, ,,,,,,?

DirectPlay*ƒ* *ƒƒƒ*3 API
, ˆ‘,*ƒ* *ƒƒƒ*,DirectPla**y, ,,,,,,*ƒƒƒƒ* *ƒƒƒ*,,Š‘,ŒŠ
,,, ,,, *ƒ* *ƒ*,‰o,• ,‰o,,, Direc**tX 3
SDK,DirectPley,—
,,*ƒƒƒƒ* *ƒƒƒ*, *ƒƒƒƒƒ*,,,,,,,, DirectX 3
SDK,'‹,,**DirectPlay, ˆ‘,ƒ* *ƒƒƒ*,DirectPlay,,,,,AP
I," ,ƒƒ* *ƒ*,,**

Dire

ct**Play 3 DLL** の**DirectX 2** の **Direc**tPlay DLL   DLL
                                                  Dplayx.lib

IDirectPlay2   IDirectPlay2A

の

DirectPlay

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-
- Unicode
- DirectPlay 2
-
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- *ff□f□ffff□f*,□',□','''',□''□

DirectPlay 3

- DirectPlay ID ID
  DirectPlay 1

DirectPlay

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DirectPlay 3

- DirectPlay
  API
  API
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,*fffff*,, DirectPlay 3, ,,*ffff* IDirectPlay2*fff ffff*,ˆ ,,,,,•—
,Ž *ffff f*,,,DirectPlay,‹'',*ffff*,,•–,,,, –,, ˆ‰,*ffff*,Š,,,,,
- ,,DirectPlay 3*ffff*

- IDirectPlay2*ƒƒƒ ƒƒƒƒ,,ˆ*

,,DirectPlay 3*ƒƒƒƒ*

DirectPlay*ƒ ƒƒƒ*3, *ˆ‰o, ,,ƒƒƒƒ,ƒƒ ƒ,,*

- IDirectPlay2::SetGroupData   IDirectPlay2::GetGroupData

ƒƒŒ—
***,ƒ ƒ,*DirectPlay*ƒƒ ƒ*ID,Š˜•,,
ƒƒƒƒ ƒƒƒ ƒ ƒƒ,, ƒƒ ƒ ƒ ƒ
ƒƒ ƒ,,Š˜•,,,,,,,,

- IDirectPlay2::SetGroupName,
  ,,IDirectPlay2::GetGroupName e

−',ƒƒ ƒ,Š˜•,,

- IDirectPlay2::SetPlayerData,,
  ,IDirectPlay2::GetPlayerData

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    *,ƒ ƒ,*DirectPlay*ƒƒƒƒ*ID,Š˜•,,
    ƒƒƒƒ ƒƒƒ ƒ ƒƒ,, ƒƒ ƒ
    ƒ ƒ ƒƒ ƒ,,Š˜•,,,,,,,,,

- IDirectPlay2::GetSessionDesc

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IDirectPlay2*ƒƒƒ ƒƒƒƒ,,ˆ*

*ƒƒƒƒ ƒƒƒ,*IDirectPlay2*ƒƒƒ ƒƒƒ*
    ƒ,ˆ ,,,, Ž,ƒƒƒƒ,Ž ,,•—
    ,,,
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    ƒƒƒƒ ƒƒƒ,ƒƒ ƒƒƒƒƒƒ,,‹",,
    ,,,,,,',, ,,,,, DirectPlay
    ƒƒ ƒƒƒƒ, Step2:
    'Š‹,Ž" ,Ž ,,,,
    2

ƒƒƒƒ ƒƒƒ,ƒ ƒƒ ƒƒƒƒƒ,—‹,,,,
    *, DirectPlayEnumerate*ƒ ƒƒ*
ƒƒŠ ,—,, ƒ ƒƒ ƒƒƒƒƒ,Ž—
‰o",,,,,"',, Ž—
*‰o",,,, ,,ƒ ƒƒ ƒƒƒƒƒ,,,,*Direct
PlayCreateŠ *,Œ, , DirectPlay*
Enumerate*ƒ ƒƒƒƒŠ ,ƒƒ ,•,,,,,*
    ,,ƒ ƒƒ ƒƒƒƒƒ,ƒƒƒƒ ,Ž ,,,,,

,,,,,, *f f*,•Ž,,*fff*,'‰
,,,,,,,, Œ, ,, Œ,,, Release*ff*
ff,Ž—
,,DirectPlay*ffffff*,‰o•, ,,*f ff*
 fffff,*fff*,'‰,,

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IDirectPlay2 Unicode ,IDirect
Play2A ANSI *fff ffff*,Ž",,,
, IDirectPlay*fff ffff*,QueryIn
terface*ffff*,Œ, , ,,,,,,,,*fff f*
fff,—ˆ,ˆ,, ''*,,,,*•Ž—,", ,,•–
,,, Unicode*fff ffff*,, LPWS
TRŒ, ''*fff*,Unicode•Ž—
,", ,,,, ANSI*fff ffff*,, LP
STRŒ, ''*fff*,ANSI•Ž—
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 4 Š',API, ,, '',Ž,,,,•—
, ,,,,• , , ,,,, Ž,*f f*,',,,
lp

DP->SetPlayerName(pidPlayer, lpszFriendlyName, lpszFormalName)

lpDP,IDirectPlay*fff* □*ffff*,,,,,□ˆ‰,,,,,,□

DPNAME PlayerName, *lpPlayerName;

PlayerName.dwSize = sizeof(DPNAME);

lpPlayerName = &PlayerName;

lpPayerName->lpszShortNameA = lpszFriendlyName;

lpPlayerName->lpszLongNameA = lpszFormalName;

lpDP2A->SetPlayerName(pidPlayer, lpPlayerName, 0)

lpDP2   IDirectPlay2A   Unicode
                        IDirectPlay2

lpPayerName->lpszShortName = lpwszFriendlyName;

lpPlayerName->lpszLongName = lpwszFormalName;

lpDP2->SetPlayerName(pidPlayer, lpPlayerName, 0)

lpDP2　IDirectPlay2

　5　の

• DPSYS_ADDPLAYER　DPSYS_CREATEPLAYERORGROUP

• DPSYS_DELETEPLAYER　DPSYS_DELETEGROUP の
DPSYS_DESTROYPLAYERORGROUP

• DPSYS_D**ELETEPLAYERFROMGRP**
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*,ˆ　　—,,,,,DirectPlay,Œ　,,,•—
,,,*ffff　fff*,,　DPSESSIONDESC2　'',DPSESSION_KEEPALIVE*fff,ff
f*,,

11

fffff,　,,　　DPSESSION_MIGRATEHOST*fff*,　',,,,,*ffff　fff*,　,,
　,,,,,,　Œ　,*fff*,*fffff*,",,　•,*ffff　f*,*fff*,,,,,,,,　*fff*,‹",,,,,"•,*f　f*,'‹,,,
,　,　*fffff*,　Ž,,,*fff*,*fff*,　,,,　DPSYS_HOST*ffff　fff　f*,*ff　f*,'‰
,,,,,,,　*ffff　fff　f*,*fff*,,,,,　*ffff　fff　f*,Ž—　,Ž　,,,,
12 IDirectPlay2*fff　ffff*,　,,*ffff*,,,—‰,,Ž—
,,,,　", IDirectPlay2::SetPlayerData,IDirectPlay2::GetPlayerData*ffff*,,'ˆ,•
—
,,,　*ffff*,　','‚,,,,*ffff*,*ff　fffff*,,*f　f*,　IDirectPlay2::Send,IDirectPlay2::
Receive*ffff*,—,,　,Š,,,,,,,,,,,

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

,□",",,*ffffff* *f* *ffff*,Š',,, OLE*fffffff*,' *fff*,,, ,, "ˆ, ,*fff* *ffff*, ',,,,,,,,Ž—,,,,,,

ˆ',*f* *fff*,DirectX,, DirectPlay*ffffff*,,,,,,,*fff* *ffff* IDirectPlay,,, ,,,,, ‰ DirectPlay, ,,'—,' •–,,,,—,*ffff*,'‹,, ,,‹",'‰ ,, Š',,,,, Unicode,ANSI•Ž—

,*ff* *f* *ff* *f* *ff*, ,,,,*ffff* ',*ff* *f*,, ,,*fff* *ffff*,DirectPlay,'‰ ,,,

,,*fffff*,, ˆ‰,DirectPlay COM*fff* *ffff*,,,,ˆ"",‘ •,Š,,,,,

- • IDirectPlay*fff* *ffff*
- • IDirectPlay2*fff* *ffff*
- • IDirectPlayLobby*fff* *ffff*

IDirectPlay*fff* *ffff*

IDirectPlay COM DirectPlay 3ののDirectX SDK 1 2の *fff* *ffff*,—,, ,,*ffff* *fff*, ,,,,,,,,, Š',,,‹",—— ,,,, IDirectPlay2,IDirectPlay2A,,, ,,DirectPlay*fff* *ffff*,Ž,,,, ,,

IDirectPlay2*fff* *ffff*

DirectPlay, Unicode•Ž—*ffff* LPWSTR ,ANSI•Ž— *ffff* LPSTR ,‹—',,, '',•Ž—*ffff*,'‹,,,,,,, Unicode,ANSI•Ž—,— •,*ff* *f*,,,, ,,,,•Ž—*ffff*,ˆ,,–',Ž,,,, ˆ", ANSI•Ž— *ffff*,"A",•Ž, ,, *ffff* *fff*, ,,,,IDirectPlay*fff* *ffff*,'',,,, Unicode,ID irectPlay2, ANSI,IDirectPlay2A ,,,, '',," ,•Ž—,", ,, ,,ˆ•,– Ž,,,,,,,,,

IDirectPlayLobby*fff* *ffff*

Ž,*ffff*,, IDirectPlayLobby*fff* *ffff*,Š,,'‰□•,Š,,,,,

- • Unicode,ANSI,DirectPlayLobby*fff* *ffff*
- • *ff* ‰"*ffff* *fff*,"˜

Unicode,ANSI,DirectPlayLobby*fff* *ffff*

DirectPlayLobby, Unicode•Ž—*ffff* LPWSTR ,ANSI•Ž— *ffff* LPSTR ,‹—',,, '',•Ž—*ffff*,'‹,,,,,,, Unicode,ANSI•Ž—,— •,*ff* *f*,, ,,,,•Ž—,ˆ,,–',Ž,,,, ˆ", ANSI •Ž— *ffff*,"A",•Ž, ,, *ffff* *fff*, ,,,,IDirectPlay*fff* *ffff*,'',,,, Unicode,ID irectPlay2, ANSI,IDirectPlay2A ,,,, '',," ,•Ž—,", ,, ,,ˆ•,– Ž,,,,,,,,,

ff ‰"*ffff* *fff*,"˜

DirectPlayLobby,,,,—‹,, ŠŽ,,,*ffff* *fff*, *ffff* *f*Ž,Windows,*fffff*,,,,,, • ,'‰,,,,,,,,, ,,,,, ˆ‰,*fffff* *f* ,'‹,,,,, "Application Name" DirectPlayLobbyののDirectSetup DirectXRegisterApplicationŠ ,Ž— ,,,,,,,

[HKEY_LOCAL_MACHINE\Software\Microsoft\DirectPlay\Applications\Application Name]

"Guid" *ffff* *fff*,GUID

"Filename" Ž ‰",*ffff*–

"CommandLine"	•—,,	𝑓𝑓𝑓𝑓	𝑓𝑓𝑓,𝑓𝑓𝑓𝑓𝑓𝑓𝑓	𝑓𝑓𝑓𝑓
"Path"	Ž	‰",𝑓𝑓𝑓𝑓	𝑓𝑓𝑓,𝑓𝑓
"CurrentDirectory"	𝑓𝑓𝑓𝑓	𝑓𝑓𝑓,ŠŽ,,𝑓𝑓𝑓𝑓𝑓𝑓,𝑓𝑓

DirectPlay𝑓𝑓	𝑓𝑓𝑓𝑓

,,𝑓𝑓𝑓𝑓𝑓,,□𝑓𝑓□,——,,𝑓𝑓𝑓𝑓□𝑓𝑓𝑓,□',,•–	,,,𝑓𝑓□,——,,,□',,•–
,,,,	𝑓𝑓𝑓𝑓□𝑓𝑓□𝑓𝑓𝑓𝑓,□–
,,,,,,,𝑓𝑓□𝑓𝑓𝑓𝑓,Š,,,,,□LOBBY𝑓𝑓𝑓𝑓,□DirectPlay𝑓𝑓□,—,,𝑓𝑓𝑓𝑓□𝑓𝑓𝑓,□',,•–,	–
,,,,	DIALOG

	の）

•	1:	LOBBY

•	2:	𝑓,Ž—,,	'	DIALOG

𝑓𝑓

,,,,𝑓𝑓	𝑓𝑓𝑓𝑓,𝑓𝑓𝑓𝑓	𝑓𝑓𝑓𝑓,C++,	,,,,,	,𝑓𝑓𝑓𝑓𝑓,Ž—
	,,,,	,	𝑓𝑓𝑓𝑓𝑓,',,,	𝑓𝑓𝑓𝑓,"	,•	,‰
	,,,,,,,,,	,,,,	𝑓𝑓𝑓	𝑓𝑓𝑓𝑓	𝑓𝑓𝑓𝑓,,vtable,this𝑓𝑓𝑓𝑓,'‰,,,,,,,,,
	,,,,,C,,,COM𝑓𝑓𝑓𝑓𝑓𝑓,,𝑓𝑓𝑓𝑓,Ž	,,,,

*𝑓𝑓	𝑓𝑓𝑓𝑓 1: 𝑓𝑓	,Ž—,,	'*
IDirectPlayLobby𝑓𝑓𝑓□𝑓𝑓𝑓𝑓,Ž—,,□,,,𝑓𝑓𝑓𝑓□𝑓𝑓𝑓,□𝑓□𝑓,Ž□‹,□'□•,𝑓𝑓𝑓𝑓𝑓
	LOBBY

•	Step 1: DirectPlayLobby𝑓𝑓𝑓𝑓𝑓𝑓,
•	**Step 2:	'Š‹,	'**
•	**Step 3: 𝑓𝑓𝑓𝑓𝑓‹	,	'**
	•	Step 4: 𝑓𝑓𝑓𝑓𝑓,,	'
	•	Step 5: 𝑓𝑓𝑓𝑓,

	Step 1: DirectPlayLobby𝑓𝑓𝑓𝑓𝑓𝑓,

DirectPlay𝑓𝑓	‹",Ž,,,	,, DirectPlayLobbyCreateŠ	,Œ,	,,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,□□,,,Œ   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□𝑓𝑓𝑓,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::SetConnectionSettings*ffff*,Ž—
,,　•　,,　'　',‹‰,,

Ž,—,,　*fffff*‹　,　,　　',　',,•–,Ž,,,,

// ",•—,*fffff*‹　,　　,,

// *f　f*,Ž—,,,*fff*,　'*ffff*　,*fff*,,

lpConnectionSettings->lpSessionDesc->dwFlag**s =**
　　DPSESSION_MIGRATEHOST |
　DPSESSION_KEEPALIVE;

lpConnectionSettings->lpSessionDesc->dwMaxPlayers = MAXPLAYERS;

//　　,,,　'　',‹‰,,

*hr = lpDirec*tPlayLobbyA->SetConn**ectionSettings(0, 0,**
　　lpConnectionSettings);

if FAILED(hr)

　goto FAILURE;

Step 4: *fffff*,,　'

fffff‹　,　,,　',,,,　***ffff　fff*,*fffff*,　'*,,,,,,IDirectPlayLobby::Connect*ffff*,Ž
　—

　　,,,,,,,　,,*ffff*,DP_OK,•,,　,,,,,,,•　,*ffff*,　　,,,,,,,,　,,*ffff*,DPERR_NO
　　TLOBBIED,•,,,,,　*f　f*,'　'",Ž",",,,,,,,,,,　*f**fff,ffff　f*,,,,,*f　ff　fffff*,
　　Ž•,,,,　DirectPlayEnumerateŠ　,——,,,,,,,,,　　',‰
　　,,,*ff*　,"　,,　　,　*ffff　fff*,　*ff*　**,Ž",,,,,Ž,**ff　,•　,,,,,,,

Ž,—,　*fffff*,,　'•–,Ž,,,,

// *fffff*,　',,　ANSI IDirectPlay2A*fff*　*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,□□,,,,,,,,□
    ˆ‰,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—,,□'
```

ƒƒ□,ƒƒƒƒ□ƒƒƒ,ŠŽ,,,,,□□,□ƒ□ƒ,□'□•,ž",''–
,,,,,,ƒ□ƒ,Š,,,,,,,,,□DIALOGƒƒƒƒ,□ˆ‰,ƒƒƒƒ,□ƒƒƒƒƒ,ž",□',,•–
,□,,,ˆ□,ƒƒƒƒ,□□,,•–,□–,,□

- Step 1: ƒ□ƒƒ□ƒƒƒƒƒ,—‹
- **Step 2: Dire**ctPlay*ƒƒƒƒƒƒ,*
- Step 3: *ƒƒƒƒƒ,,*Ž‰
- **Step 4:** *ƒƒƒƒƒ,*
- Step 5: *ƒƒƒƒ,*

```
Step 1: ƒ□ƒƒ□ƒƒƒƒƒ,—‹
ž",□',Š–
,,,,,'ˆ•,□ƒ□ƒ,ƒƒƒƒ□ƒƒƒ,,,,'□"',''‚—‹,,,,,,,,□ƒƒƒƒ□ƒƒƒ, DirectPlayEn
umerateŠ□,ž–,,□ƒ□ƒƒƒ□ƒƒƒƒ□ƒ□,ƒƒƒƒ□ƒ,,,,,ƒ□ƒƒ□ƒƒƒƒƒ,ž•,,,,,,,,,□
ž,–,□ƒ□ƒƒ□ƒƒƒƒƒ,—‹•–,ž,,,,□
DirectPlayEnumerate(DirectPlayEnumerateCallback, hWnd);
```

DirectPlayEnumerateŠ□,'1*ƒƒƒ*□*ƒ*,□DirectPlay,,,,,"˜,,,*ƒ ff ƒff*
ff,—‹,,*ƒ ƒƒƒƒ*Š *,,, Ž,*—, ,,*ƒ ƒƒƒƒ*Š *,ƒƒƒƒƒƒƒ,,•*–,,,,,ž,,,,

```
BOOL FAR PASCAL DirectPlayEnumerateCallback(
    LPGUID lpSPGuid, LPTSTR lpszSPName, DWORD dwMajorVersion,
    DWORD dwMinorVersion, LPVOID lpContext)
{
HWND    hWnd = lpContext;
LRESULT iIndex;
LPGUID  lpGuid;

// ƒ ƒƒ ƒƒƒƒƒ,—',ƒƒƒ ƒƒƒƒ,Š",,
iIndex = SendDlgItemMessage(hWnd, IDC_SPCOMBO, CB_ADDSTRING,
    0, (LPARAM) lpszSPName);
if (iIndex == CB_ERR)
    goto FAILURE;

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

// ƒƒƒ ƒƒƒƒ,GUID,,ƒƒƒƒ,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 ,Œ, ,,,,, DirectPlay,'',,,𝑓 𝑓𝑓 𝑓𝑓𝑓𝑓𝑓,,,,𝑓𝑓𝑓𝑓𝑓,𝑓 𝑓, IDirectPla
    y𝑓𝑓𝑓 𝑓𝑓𝑓𝑓,•,

IDirect**Play𝑓𝑓𝑓 𝑓𝑓𝑓𝑓, ,,𝑓 𝑓, ,—,,,,,,,,, ,,,,•−**
    ,   ,**DirectPlay𝑓𝑓𝑓 𝑓𝑓𝑓**𝑓,,,IDirectPlay2**,,,IDirectPl**ay2A,——
    ,,,,,,, ,,,,𝑓𝑓𝑓 𝑓𝑓𝑓𝑓,, '‰
    ,,,DirectP**lay,'‹",Š,,,,, IDirectPlay2,IDirectPlay2A𝑓𝑓𝑓 𝑓𝑓𝑓𝑓,Ž"**,,,, **Dir**
    ectPlayCreateŠ ,•,IDirectPlay𝑓𝑓𝑓 𝑓𝑓𝑓𝑓,QueryI**nterface𝑓𝑓𝑓𝑓,Œ, ,**

Ž,—,,IDirectPlay𝑓𝑓𝑓 𝑓𝑓𝑓𝑓, •–,Ž, QueryInterface,Ž—
    ,,**IDirectPlay2A𝑓𝑓𝑓 𝑓𝑓𝑓𝑓, ,,,,**

HRESULT CreateDirectPlayInterface(LPGUID lpguidServiceP**rovider,**
    LPDIRECTPLAY2A *lplpDirectPlay2A)

{
LPDIRECTPLAY   *lpDirectPlay*1 = NULL;
LPDIRECTPLAY2A lpDirectPlay2A = NULL;
HRESULT   hr;

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

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

// □□,,,𝑓𝑓𝑓 𝑓𝑓𝑓𝑓,•,
*lplpDirectPlay2A = lpDirectPlay2A;

FAILURE:
if (lpDirectPlay1)
    lpDirectPl**ay1->Release();**

return (hr);

}

Step 3: *ƒƒƒƒƒ,,Ž‰*

ƒ ƒ,Š',ƒƒƒƒƒ,Ž‰,,,, IDirectPlay2::EnumSessions*ƒƒƒƒ,Ž—,,Ž—
‰",ƒƒƒƒƒ,—‹, ƒ ƒ,''Ž,'‹,, ,,,* DPOPEN_JOIN*ƒƒƒ,Ž',,*IDirectPlay2::O
pen*ƒƒƒƒ,Œ, , ,,ƒƒƒƒƒ, ',, ƒƒƒƒƒ,—‹,,', ƒ ƒƒ ƒƒƒƒƒ, ƒƒƒƒƒ ƒƒƒƒ
,•Ž,,ƒ ƒ, •,"—,—‹,, ,,,*
——‰",*ƒƒƒƒƒ,—‹,,•–,Ž,Ž,*

// *,,Ž—,ƒƒƒƒƒ,Œ ,,*

ZeroMemory(&sessionDesc, sizeof(DPSESSIONDESC2));

sessionDesc.dwSize = sizeof(DPSESSIONDESC2);

sessionDesc.guidApplication = DPCHAT_GUID;

hr = lpDirectPlay2A->EnumSessions(&sessionDesc, 0, EnumSessionsCallback,
   hWnd, DPENUMSES*SIONS_AVAILABLE);*

*if FAILE*D(hr)

   goto FAILURE;

IDi**rectPlay2A::EnumSessions***ƒƒƒƒ,'3ƒƒƒ ƒ, ——
‰",ƒƒƒƒƒ,—‹,,ƒ ƒƒƒƒŠ ,,, Ž,—,, ,,ƒ ƒƒƒƒŠ ,ƒƒƒƒƒƒƒ,,•–,,,,,,Ž,,,,*

BOOL FAR PASCAL EnumSessionsCallback(

   LPCDPSESSIONDESC2 lpSessionDesc, LPDWORD lpdwTimeOut,

   DWORD dwFlags, LPVOID lpContext)

{

HWND   hWnd = lpContext;

LPGUID lpGuid;

LONG   iIndex;

// ***ƒƒƒƒƒƒ,"',,***

if (dwFlags & DPESC_TIME**DOUT)**

   return (FALSE);   **//   Ž   ,,,**

// *ƒƒƒƒƒ–,ƒƒƒ,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);
}
```

ᗡᗡ

```
    //
    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:

DPOPEN_CREATE

IDirectPlay2::Open

,•Ž, ƒ ƒ, •,"—,—‹,, ,,,

,,ƒƒƒƒ, •–,Ž,Ž,

// ,,ƒƒƒƒ,ƒƒƒ,–,,

```
ZeroMemory(&sessionDesc, sizeof(DPSESSIONDESC2));
sessionDesc.dwSize = sizeof(DPSESSIONDESC2);
sessionDesc.dwFlags = DPSESSION_MIGRATEHOST |
    DPSESSION_KEEPALIVE;
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::**GetPlayerCa**ps
の   IDirectPlay2::EnumPlayers

の

DirectPlay

 xe "DirectPlayCreate"§

DirectPlayCreate

HRESULT WINAPI DirectPlayCreate(LPGUID lpGUID,

  LP**DIRECTPLAY *lplpDP, IUn**known *pUnkOuter);

DirectPlay

•   **DD_OK**   のの

CLASS_E_NOAGGREGATION

DPERR_EXCEPTION

DPERR_INVALIDPARAMS

DPERR_UNAVAILABLE

lpGUID

  □□,,,ƒ□ƒƒ□ƒƒƒƒ,Ž,ƒƒ□ƒƒ□ƒƒ□ƒŽ•Ž□GUID ,,ƒƒƒƒ
  lplpDP

—Œ,DirectPlayfff $ffff$, Š‰,,,$ffff$,,$ffff$ I*DirectPlay2 Unicode*•Ž—,IDirectPlay2A ANSI•Ž— fff **$ffff$,Ž",,,,,, QueryInterfa**ce$ffff$,Ž—,,•—,,,

pUnkOuter

IUnknownfff $ffff$,,$ffff$,,fff **f, —
,COM ‰‹",,ŒŠ ,,,,**'‹,,, Œ ,DirectPlayCreateŠ , ,,ff
NULL の f ,•,

,,Š ,*Dire*ctPlay$ffffff$, Š‰, , —
,, ,$ffff$,fff,, $ffff$ fff, Š‰,'‹, ——
‰",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 "DirectPlayEnu**merate"§**

DirectPlayEnumerate

HRESULT WINAPI DirectPlayEnumerate**(**

LPDPENUMDPCALLBACK lpEnumDPCallback, LPV**OID lpContext);**

D*irectPlay*

• **DD_OK**のの

 DPERR_EXCEPTION

DPERR_GENERIC

DPERR_INVALIDPARAMS

lpEnumDPCallback

DirectPlay
EnumDPCallback

lpCo**ntext**

の
TAPI

xe "DirectPlayLobbyCreateobbyCreate(

```
LPGUID lpguidSP, LPDIRECTPLAYLOBBY *lplpDPL,
   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,,,,,,,,,,,,

lplpDPL

—Œ,IDirectPlayLobby𝑓𝑓𝑓　𝑓𝑓𝑓𝑓, Š‰,,,𝑓𝑓𝑓𝑓,,𝑓𝑓𝑓𝑓

lpUnk

IUnknown𝑓𝑓𝑓　𝑓𝑓𝑓𝑓

　,,𝑓𝑓𝑓𝑓　,,𝑓𝑓𝑓　𝑓,　—
,**COM**　**‰‹",,ŒŠ**　,,,,'‹,,,,,　**Œ　,DirectPlayLobbyCre**ate**Š**　,,　,,***𝑓𝑓𝑓　𝑓*,NULL**^Š,',Ž',,,,𝑓𝑓　,•,

lpData

Dir

ectP*layLobby*

𝑓𝑓𝑓　𝑓, NULL,𝑓𝑓𝑓,,,,,,,,,,,,

dwDataSize

,,𝑓𝑓𝑓　𝑓,0,𝑓𝑓𝑓,,,,,,,,,,,,

𝑓　𝑓𝑓𝑓𝑓Š

xe "EnumAddressCallback"§

EnumAddressCallback

BOOL WINAPI EnumAddressCallbac*k(REFGUID guidData*Type,
DWORD dwDataSize, LPCVOID lpData,
LPVOID lpContext);

IDirectPlayLobby::EnumAddress*ƒƒƒ*

• TRUE FALSE

guidDataType

GUID

dwDataSize

lpData

lpContext

□□□□□□□□□□□□□□□□ *ƒƒ*,□—,,,‹‰,,,,,,,,□"Ž,,,,guidDataType,',–Ž,,,,,,,□
ƒ□*ƒƒƒƒ*Š□,•,,,,,,,,*ƒƒƒƒ*,^ž",,,,,,□*ƒ*□*ƒƒƒƒ*Š□",,,–Œ,,,□*ƒƒƒƒ*□•,•`,,•–
,,,*ƒƒƒƒ*□*ƒƒƒ*,□*ƒ*□*ƒ*,•Ž,,*ƒƒƒ*,Š•,□*ƒ*□*ƒ*,*ƒƒ*□,□□,,*ƒ*□*ƒ*,*ƒƒƒƒ*,•`,,,,,,,,□,,Š□",l
pData,^ž",*ƒƒƒƒ*,,,□

```
xe "EnumAddressTypeCallback"§
EnumAddressTypeCallback
BOOL WINAPI EnumAddressTypeCallback(
    REFGUID guidDataType, LPVOID lpContext,
```

  DWORD dwFlags);

IDirectPlayLobby::EnumAddressTypes

• TRUE FALSE

guidDataType

*ƒƒƒƒ*Ž•,•,*ƒƒ* *ƒƒ* *ƒƒ* *ƒ*Ž•Ž(GUID) '‹ ,,,*ƒƒƒƒ*Ž•, DPAID_Phone DPAID_I
net DPAID_ComPort,,, *ƒƒƒƒ*Ž•,,,,, DirectPlay*ƒƒƒƒ*,Ž ,,,,

lpCo

ntext

ƒ ƒƒƒƒŠ ,",,,ƒƒƒƒƒƒ

dwFlags

—,,,,, Ž—,,,,,,,

xe "EnumDPCallback"§

EnumDPCallb**ack**

BOOL WINAPI EnumDPCallback(LPGUID l

pgui*dSP,*
    *LPSTR/L*PWSTR lpSPName, DWORD dwMajorVersion,
  DWORD dwMinorVersion, LPVOID lpConte*xt);*

*DirectP*layEnumerate*Š ,Ž—*
,,ƒƒƒƒ ƒƒƒ',ƒ ƒƒƒƒŠ *UNIC*ODE,'‹,,,,,,,,,,, ƒ ƒƒƒƒŠ ,ƒƒƒƒƒƒ,lpSP
Name, LPWSTR Uni*code ∅* LP*STR ANSI,* ,,,'‹,,,

• —‹,',, ,TRUE —,, ,FALSE,•,

lpguidSP

DirectPlay*ƒ ƒƒ ƒƒƒƒƒ,ƒƒ ƒŽ•Ž,ƒƒƒƒ*

lpSPName

ƒƒƒƒ,Ž,•Ž—
,ƒƒƒƒ **UNI**CODE*ƒƒƒƒ,*'‹,,,,,,,,,,, *ƒƒƒ ƒ*,LPWSTRŒ Unicode ,,,,LPS
TRŒ ANSI ,,,

dwMaj*orVersion an*d dwMinorVersion

ƒƒƒƒ,ƒƒƒ ,,,ƒƒƒ ƒ ƒƒƒ"

lpContext

ƒƒƒƒ ƒƒƒ'‹,ƒƒƒƒƒƒ,,ƒƒƒƒ

ƒ□ƒƒƒƒŠ□,•,,,,,,,ƒƒƒƒ,ˆŽ",,,,,,□ƒ□ƒƒƒƒŠ□",",,—Œ,,,□ƒƒƒƒ□•,•',,•—,,,ƒƒ
□□□□
ƒ□ƒ,ƒƒ□,□□,,ƒ□ƒ,ƒƒƒƒ,•',,,,,,,,,□,,Š□",lpguidSP□lpSPName□lpData,ˆŽ",ƒƒƒƒ,,,□licationsCallback

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

IDirectPlayLobby::EnumLocalApplications*ƒƒƒƒ,ž—,,ƒƒƒƒ□ƒƒƒ'‹,ƒ□ƒƒƒƒŠ□□*
• —‹,'„□□,TRUE□□—,,□□,FALSE,•,□

lpAppInfo

のの **DPLAPPINFO** の

lpContext

IDirectPlayLobby::EnumLocalApplications の

dwFlags

—,,,,, Ž—,,,,,,,,
ƒ ƒƒƒƒŠ ,•,,,,,,,ƒƒƒƒ,ˆŽ",,,,,, ƒ ƒƒƒƒŠ ",,,—Œ,,, ƒƒƒƒ •,•',,•—
,,,ƒƒƒƒ ƒƒƒ, ƒ ƒ,•Ž,,ƒƒƒ,Š•, ƒ ƒ,ƒƒ , ,∅
∅ ∅
lpAppInfo,ˆŽ",ƒƒƒƒ,,, ,, lpAppInfoƒƒƒ ƒ,Ž,,, '',',ƒƒƒƒ lpszAppName
A, *lpszAppName* ∅ ,,'ˆ,•—,,,

xe "EnumPlayersCallback2"§

EnumPlaye*rsCallback2*
BOOL WINAPI EnumPlayersCallback*2(DPID dpId,*
 *D*WORD dwPlayerType, LPCDPNAME lpName,
 DWORD dwFlags, LPVOID lpContext*);*

*IDirectPlay2::EnumGr*oups, IDirectPlay2::EnumGroupP*layers*
*IDi*rectPlay2::EnumPlayers

- TRUE FALSE

dpId

 ID

dwPlayerType

 DPPLAYERTYPE_GROUP DPPLAYERTYPE_PLAYER

lpName

 DPNAME の

dwFlags

IDirectPlay2::EnumGroups, IDirectPlay2::EnumGroupPlayers
IDirectPlay2::EnumPlayers

lpContext

□□□□□
ƒŠƒƒƒ□ƒƒƒ,□ƒ□ƒ,•Ž,ƒƒƒ,Š•,□ƒ□ƒ,ƒƒ□,□□„ƒ□ƒ,ƒƒƒƒ,•'„,,,,,,□,,Š□",lpName,ˆž",ƒƒƒ
ƒ,,,□,,□lpNameƒƒƒ□ƒ,Ž,,,□'',',ƒƒƒƒ□lpszShortName /
lpszShortNameA,,,lpszLongName / lpszLongNameA,ˆŽ",,,,,,,,,'ˆ,•—,,,□

EnumSessionsCallback2

BOOL EnumSessionsCallback2(LPDPSESSIONDESC2 lpThisSD,

   LPDWORD lpdwTime Out, DWORD dwFlags

   LPVOID lpContext);

IDirectPlay2::EnumSessions$ffff$,Ž—,,$ffff$ fff'‹,f $ffff$Š

• —‹,‘,,   ,TRUE   —,,   ,FALSE,•,

lpThisSD

   —‹,,,$fffff$,•,DPSESSION*DESC2*   ∅
         ,,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* ,$ffff$,□—‹,‘,,   ,TRUE□□—,,
FALSE

   *lpC*ontext

   $ffff$ fff'‹,$ffffff$,$ffff$

f□$ffff$Š□,•,,,, ∅∅   □□□□□$ffff$Š□",,—Œ,,,□$ffff$□•,•‘,,•—
,,$ffff$□fff,,,,,,,□,,Š□",lpThisSD,ˆŽ",$ffff$,,,□
,,,□lpThisSDfff□f,ž,,,□'‚',',$ffff$□lpszSessionName /
lpszSessionNameA,,,lpszPassword / lpszPasswordA,ˆŽ",,,,,,,,,,'ˆ,,,,□
IDirectPlay2
DirectPlay$ffffff$,□□,□$ffff$□fff,•□,'□,,,,□IDirectPlay2ff
f□$ffff$,$ffff$,Ž—,,□
IDirectPlay2Afff□$ffff$,□IDirectPlay2A,ANSI•Ž,Ž—
,□IDirectPlay2,Unicode,Ž—,   **IDirectPlay2**
∅   IDirectPlay2

IDirectPlay2

GetGroupData

GetPlayerData

SetGroupData

Set**PlayerData**

AddPlayerToGroup

C**reateGroup**

DeletePlayerFromGroup

DestroyGroup

EnumGroupPlayers

EnumGroups

GetGroupName

SetGroupName

Š‰
Initialize

fff fŠ—
GetMessageCount

Receive

Sen*d*

*Cr*eatePlayer

DestroyPlayer

EnumPlayers

GetPlayerAddress

GetPlayerC*aps*

*GetPlayer*Name

SetPlayerName

$fffff$Š—
Close

EnumSessions

GetCaps

GetSessionDesc

Open

Set**SessionDesc**

IDirectPlay2$fff\square ffff,\square,,,,$**COM**$fff\square ffff,$"— IUnknown$fff\square ffff\square fff$
       IUnknown $\mathcal{O}$ $\mathcal{O}$
AddRef

*QueryInterfac*e

Release

*IDirectPlay2::AddP*layerToGroup

HRESULT AddPlayerToGroup(DPID idGroup, DPID idPlayer);

のの

•   DD_OK*のの*

DPERR_CANTADDPLAYER

DPERR_INVALIDOBJECT

DPERR_INVALIDPLAYER

idGroup

   ID

idPlayer

   ID

□□□□□□*の*□□□□□□□□□□□□□□□□□□□□□□□□□□□□ *のの*   □□
      *DPSYS_ADDPLAYER*TOGROUP *のの ƒƒ*Group,
IDirectPlay2::DeletePlayerFromGroup, DPMSG_ADDPLAYERTOGRO∪P

```
xe "IDirectPlay2\:\:Close"§
IDirectPlay2::Close
HRESULT Close();
```

ƒ□ƒƒ,,,,,ƒƒƒƒƒ,ƒƒ□ƒ,,□
•   □Œ,,,DD_OK□Ž",,,Ž,*ƒƒ*□',,,,,•,□
DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_N**OSESSIONS**

のの **DPSYS_DESTROYPLAYERORGR**OUP の
IDirectPlay2::DestroyGroup,Ž—,,   *ƒƒƒƒ ƒƒƒ ƒ,ƒƒƒ,,,,,ƒƒƒƒ ƒƒƒ ƒ*,Ž
— ,Ž ,,,,

Ž□□IDirectPlay2::DestroyPlayer, DPMSG_DESTROYPLAYERORGROUP,
IDire*ctPlay2::Open*

xe "IDirectPlay2\:\:CreateGroup"§

IDirectPlay2::CreateGroup

HRESULT CreateGroup(LPDPID lpidGroup,
  *LPDPNAME lpGroupN*ame, **LPVOID lpData,**
  DWORD dwDataSize, DWORD dwFlags);

Œ ,ƒƒƒƒ,' ,,ƒƒƒƒ,˜—ƒƒ ƒ,   ,,
• Œ,, *DD_OK*   ∅   ,,,,,,•,
DPERR_CANTADDPLAYER

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY

lpidGroup

DirectPlay   ID   ∅   DirectPlay

lpGroupName

              DPNAME   ∅   NULL

lpData

    ID
 NULL
IDirectPlay2::SetGr*oupData*   ∅∅

dwDataSize

lpData   ∅

dwFlags

□□□□□□□□□□□□□□□□□□□,□□*ƒƒƒ*□*ƒ*",*ƒ*□*ƒ*Œ□,,,,*ƒƒ*□*ƒ*,Ž•,,,,—
,,,,□DirectPlay,,,,,Š,",,,,,*ƒƒƒƒ*ID,*ƒƒ*□*ƒ*ID,□,,,*ƒƒƒƒƒ*,',*ƒƒ*□*ƒ*,,,□,,*ƒƒƒƒ*,DPSYS_C
REATEPLAYERORGROUP*ƒƒƒƒ*□*ƒƒƒ*□*ƒ*,□□,□',,,,,*ƒƒƒƒ*,'□,,,□*ƒƒƒƒ*□*ƒƒƒ*□*ƒ*,*ƒƒƒ*,,,,,
ƒƒƒƒ□*ƒƒƒ*□*ƒ*,ž–,ž□,,,,□
ƒƒƒƒ□*ƒƒƒ*,□IDirectPlay2::SetGroupName*ƒƒƒƒ*,Ž,,□*ƒƒ*□*ƒ*,□□Ž,
□Š*ƒƒ*□*ƒ*–,Š˜•,,,,,,,,□lpGroupName,–',□Š,—,,,,,,*の*
IDirectPla**y2::SetGroupData**

DPNAME, DP**MSG_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 hEv*ent,

LPVOID lpData, DWORD dwDataSize, DWORD dwFlags);

Œ ,*ƒƒƒƒƒ*,*ƒ ƒƒ ƒƒƒƒ*,   ,,
•   ,DD_OK□ž",,,Ž,*ƒƒ* ',,,,,,•,
DPERR_CANTADDPLAYER

DPERR_CANTCREATEPLAYER

DPERR_GEN*ERIC*

*DPERR_I*NVAL**IDOBJECT**

DPERR_INVALIDPARAMS

DPERR_NOCONNECTION

lpidPlayer
DirectPlay*ƒƒƒƒ***ID,–, ,,,,• ,,***ƒƒƒƒ*** ,,',Direct**Play,,,,'‹,,,
lpPlayerName
ƒƒƒƒ,–',Ž,**DPNAME "**,,*ƒƒƒƒ* NULL,*ƒƒƒƒ*, Š– •,Ž,,,,,,,,•,
hEvent

∅∅
DirectPlay,,,,‹",,, *ffff fff, ,,ffff ffffff*

lpData

ID
NULL
IDirectPlay2::SetPlayerData *∅∅*

dwDataSize

lpData

dwFlags

∅∅
DirectPlay   *∅*

ID
DirectPlay   **ID**   **ID**   *∅*

□□□□□□□□□□IDirectPlay2::SetPlayerName *∅* Š–,,,□*ff*□*f*,,,•—
,,,□*ffff*□*fff*,□IDirectPlay2::SetPla yerData*ffff*,,,,□*ffff*,□□Ž,□Š*f*□*f*,Š˜•,,,,,,,,,□
,,,*ffff*,□□,□–
,,,□□,,,*ffff*,*fffff*,‰",,,,,''',,,,□*fffff*',`,,,,,*ffff*,DPSYS_CREATEPLAYERO
RGROUP*ffff*□*fff*□*f*,`,,,□*ffff*□*fff*□*f*,*fff*,,,,,*ffff*□*fff*□*f*,ž–,ž□,,,,□
DirectPlay*fff*□*f*,ž",•,*ffff*,□,*ffff*□*fff*,,□hEvent*f*
                          hEvent

DPNAME, DPMSG_CREATEPLAYERORGROUP,
IDirectPlay2::DestroyPlayer, IDirectPlay2::EnumPlayers,
IDirectPlay2::Receive, IDirectPlay2::Send, IDirectPlay2::*SetPlayerData*,
IDirectPlay2::SetPlayerName

xe "IDirectPlay2\:\:DeletePlayerFromGroup"§

IDirectPlay2::DeletePlayerFromGroup

HRESULT DeletePlayerFromGroup(DPID idGrou*p,*
  DPID idPlayer);

        f,,ffff,   ,,
• Œ,,,DD_OK Ž",,,Ž,*ff* ',,,,,,•,
DPERR_INVALIDOBJECT

DPERR_INVALIDPLAYER

idGroup

*ffff, ,,,ff f*ID

idPlayer

*ff f,, ,,,ffff,ffff*ID

ffff, ,,, ∅

,DPSYS_DELETEPLAYERFROMGROUP*ffff fff f, ,*

,, ffff fff f,fff,,,,,ffff fff f,Ž—,Ž ,,,,

Ž IDirectPlay2::AddPlayer*ToGroup,*
*DPMSG_DELETEP*LAYERFROMGROUP

xe "IDirectPlay2\:\:DestroyGroup"§

IDirectPlay2::DestroyGroup

HR*ESULT DestroyGroup*(DPID idGroup);

fffff,,ff□f,□□,,□ ,,ff□f,',,,,ID,□Œ□,

- DD_OK*の∅*

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup

ID

DPSYS_DE*LETEPLAYERFROMGR*OUP
DPSYS_DESTROYP*LAYERORGROUP*

IDirectPlay2::CreateGr**oup, DPMSG_DESTROYPLAYERORGROUP**

xe "**IDirectPlay2\:\:DestroyP**layer"**§**

IDirectPlay2::DestroyPlayer

HRESULT DestroyPlayer(DPID idPlayer);

ƒƒƒƒ„ƒƒƒƒ,□□„□„ƒƒƒ^„

- DD_OK   の   の

DPERR_INVALIDOBJECT

DPERR_INVALI**DPLAYER**

idPlayer

                    ID

DPSYS_DELETEPLAYERFROMGROUP
DPS**YS_DESTROYPLAYERORGROUP** のの

    IDirectPlay2:: CreatePlayer, DPMSG_DESTROYPLAYERORGROUP

xe "IDire**ctPlay2\:\:EnumGroupPlay**ers"§

IDirectPlay2::EnumGroupPlayers

HRESULT EnumGroupPlayers(DPID

idGroup,
    L**PGUID lpguidInstance,**

LPDPEN**UMPLAYERSCALLB** i**dGroup**
ACK2
l**pEnumP**layersCa**llback2,**   *ƒƒƒ‚—‹„„ƒƒ ƒ‚ff ƒ*ID

    LPVOID lpContext, D**WORD** lpguidIn**stance**
dwFlags);   **ŠŒ„„DirectPl**ay*ƒƒƒƒ,ƒƒƒƒƒ* **DPENUMPLAYE**
                                  RS_SESSION*ƒƒƒ,Ž',„„„„„ „„ƒƒƒ ƒ,*NULL,*ƒƒƒ,„*
                                  „„„„„
Œ ,ƒƒƒƒ,' „„ff ƒ,„„„ƒƒƒ,—‹„, **lpEn**umP**layersCallback2**
                                  *ff ƒ',*Š*ƒƒƒƒ,„,*Œ**, „„EnumPlaye**rsCa**llback2**
-

Œ,,,DD_OK Ž",,,Ž,*ff* ',,,,
,,•,

DPER**R_EXCEPTION**

DPERR_INVALIDFLAGS

DPERR_INVALIDOB**JECT**

DPERR_INVALIDPLAYER

Š *,,ffff*

lpContext

*f ffff*Š *,"*,,,*ffff fff*'‹,*ffffff*,,*ffff*

dwFlags

*f ffff*Š ,**dwFlag**s*fff f,"*,,,*fff*

DPENUMPLAYERS_SES**SION**

lpguidInstance,,,,Ž•,,,*fffff*",*ff f,ffff,*—‹,,

' ,,*ffff,* **Œ** ,*fffff,f ff ffff fff,*Ž—
,,—‹,,
DPEN**UMPLAYERS_SESSION***fff,fffff ff
ffff*G**UID**,,,,**Ž**',,, *fffff,fff,*—‹*fff,*'‹,—‹,,
  ,,*ffff,* **IDirectPlay2::E**numSessions
—‹,',,**Œ,** ,,,,,,,, ,,, **DPENU**MPLAYERS_**S**
ESSION*fff,***Ž**—
,,   ,,*ffff*,**Œ,** ,, **IDirectPlay2::E**numSess**i**
ons*ffff,***Œ,** ,,**Œ,,IDirectPlay**2::Close,,,**IDire**
ctPlay2::**Open***ffff,***Œ,** ,,' ,,,,,,,,,

Ž   ID

i**rectPlay2::CreatePlayer,** IDirectPlay2::DestroyPlayer,
IDirectPlay2::AddPlayerToGrou*p, IDirectPlay2:*:DeletePlayerFromGroup

xe "IDirectPl**ay2\:\:EnumGroup**s"§

IDirectPlay2::EnumGroups

HRESULT EnumGroups(LPGUID

lpguidInstance,

**LPDPENUMPLAYERSCALLBA
CK2 lpE**numPlaye**rsCallback2,**
    LPVOI

D lp··DPERR_INVALIDOBJECT

DPERR_UNSUPPORTED

```
lpguidInstance
```
ŠŒ,,DirectPlay 𝑓𝑓𝑓𝑓𝑓𝒪   DPENUMPLAYERS_SESSION
                   𝑓 𝑓,NULL,𝑓𝑓𝑓,,,,,,,,,

lpEnumPlayersCallback2
𝑓𝑓𝑓𝑓𝑓',Š𝑓𝑓 𝑓,,,,Œ, ,,,EnumPlayersCallback2Š ,,𝑓𝑓𝑓𝑓

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::EnumSession**s   のの

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

IDirectPlay2::EnumSessions
```
HRESULT EnumSessions(LPDPSESSIONDESC2 lpsd,
    DWORD dwTimeout,
    LPDPENUMSESSIONSCALLBACK2 lpEnumSessionsCallback2,
    LPVOID lpContext, DWORD dwFlags);
```

,, DirectPlay*ffffff,—Œ,fffff,—‹,,*☐

- DD_OKのの

DPERR_EXCEPTION

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

lpsd

—‹,,,*fffff*,•,DPSESSIONDESC2 ''‚,*ffff* ,, '',Š *fff*,–
,,*fffff*,,,—‹,,, DPSESSIONDESC2 '',guidApplicatio

n*fff*,, *ffff fff*,Š˜,,*ff ff ff fŽ•Ž* GUID ,*fff*,, **,,,,*ffff fff*,Ž'‚,,,,NU
LL, '‚, guidInstanc*efff*,, *ffff fffff*,Œ—
,GUID,•,,,,,, •,,,,,, ,,,,*fffff*,"‚,,,NULL,*fff*,, *fff f*,•—**, lp

szPa*ssword*
dwTimeout

DirectPlay,—‹*fff□f*,‰"‚'‚'',ŽŠ,*ff•*,Ž'‚,,
—‹,ŠŠ,,,,□□,,*fff□f*,,0,□',,,,, ,, ,, *f□ff□fffff*,""‚,*fffff*,*ffffff*,
Direc*tPlay*
*lpEnumSes*sionsCallback2
ŠDirectP**lay*fffff*,‰"‚**,Œ, ,,,EnumSessionsCallback2Š ,,*ffff*
lpContext
*f ffff*Š ,"‚,,,*f f'*‹,*ffffff*
dwFlags
∅ ,0, '‚,, Ž—
‰"‚*fffff*,,,—‹,,, DPENUMSESSIONS_AVAILABLE

DPENUMSESSIONS_AVAILABLE

,,*ffff fff*,Ž‰,,,,,,,*fffff*,—‹,,

DPENUMSESSIONS_ALL

‰"‚,,,,,,,,Š,,, ,,,,*fffff*,*fffff*,**—‹, *ffff* Œ,'‚,,*fffff*, ,,*ffff*,–
Œ,,,,*fffff*, Ž‰,–Œ,,,,*fffff*,—‹,,,**
ffff fff,, '',dwFlags*fff*,', *fffff*, ,,*ffff fff*,Ž‰,‹‰
,,,,,,,'',,,,,,,,

' ,,*ffff*, DirectPlayCreate *DirectPlay*
 ,,,'Œ,Œ, ,,, *fffff*, ',,,,Š, *ffff fff*,*fffff*, ,,Œ,Œ, ,,,,,,,, I
DirectP*lay2::EnumSes*sions, *f ff fffff*,*ffff f* ,,,,ˆ ,*fff*, —
,—‹, ,,,,—‹,*fffff*,' ,,,“ ,, ‰“,Ž ,,, —‹,,,*fffff*,—
ˆ,,, DirectPlay,,,,,‰“,',ŽŠ,dwTimeout*fff f*,,,, Œ,,, ,,ŽŠ,—
,, *f ffff*Š ,DPESC_TIMEDOUT*fff*,'',, lpThisSD*fff f*,NULL','“,,,
 ,,Ž“, —‹,',,,, dwTimeout, ,,',*fff*,,TRUE,•,
—‹,'Ž,,,, FALSE,•, dwTimeout,, 0, ',,,,,,, ,, DirectPlay,*f ff*
fffff,“ ,*ffffff*,ŒŽ,,

' , Ž‰
,,,,,,,,,*fffff*,,,—‹,,, DPENUMSESSIONS_ALL*fff*,Ž',,,,,, ,,*ffff*,
,,,,,,,,,*fffff*,—‹,, ,, *ffff fff*,*fffff*,Ž‰,,,,,,,ˆ,,,,,,,,,
ff□,*ffff*□*fff*,ŠŽ,,,,,,,,□*f*□*ff*□*fffff*,*f*□*f*,,□•,Ž“,,*fffff*,•Ž,,□□,,,□,,,,□
fffffff□*ffff*□*f*□*ff*□*fffff*,COM*f*□*f*,□',–, ,,, ,,*fff*□*f*□
の **IP**
の

DPSESSIONDESC2, IDirectPlay2::O*pen*

xe "IDirectPlay2\:\:GetCaps"§

IDirectPlay2::GetCaps

HRESULT GetCaps(LPDPCAPS lpDPCaps,

  DWORD dwFlags);

DirectPlay

- **DD_OK**の

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

lpDPCaps

DirectPlay　の　　　　　　　DPCAPS　IDirectPlay2::GetCaps

DPCAPS　　　　**dwSize**

dwFlags

　0

DPGETCAPS_GUARANTEED

IDirectPlay2::GetPlayerCaps　　　　　　　　　　　　　𝒪𝒪𝒪𝒪

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

IDirectPlay2::GetGroupDwDataSize, DWORD dwFlags);

IDirectPlay2::SetGroupData,ƒ,ƒ,ƒ,ƒƒ☐ƒID,Š˜•,ƒ,ƒ,ƒ,☐ƒƒƒƒ☐ƒƒƒŒ–,ƒ☐ƒ☐ƒƒƒƒ,Ž`,ƒ,☐
•　　☐Œ,,,DD_OK☐Ž",,,Ž,ƒƒ☐',,,,,•,☐
DPERR_BUFFERTOOSMALL

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup
ƒ☐ƒ,ー‹,,,ƒƒ☐ƒ,ƒƒ☐ƒID☐
lpData
ƒƒƒƒ　ƒƒƒŒ—,ƒƒ　ƒ　ƒ　ƒ,　,　,,,ƒƒ𝒪𝒪𝒪𝒪 NULL
　lpdwDataSizeƒƒƒ　ƒ,,　ƒ　ƒ,•Ž,,,,,•—,ƒƒƒ,　',,,

lpdwDataSize

ƒƒƒƒ,Œ,　,',ƒƒƒƒ,ƒƒƒ,　Š‰,,,• 　,,ƒƒƒƒ　ƒƒƒƒ,　Œ,–
　,,Œ　,,ƒƒƒ　ƒ,,ƒƒ　ƒ　ƒ　ƒ,ƒƒƒ,ƒƒƒ'ˆ,ƒƒ

　　ƒ,,,　ƒƒƒƒ,　,,,,　DPERR_BUFFERTOOSMALL　　　*,,ƒƒƒ　ƒ,,　•—*
　　,ƒƒƒƒ　ƒƒƒ,　',,,

dwFlags

*,,ƒƒƒ ƒ,***0,***ƒƒƒ,,   , ƒƒ ƒ ƒ ƒ,Ž",,*

DPGET_REMOTE

*ƒƒ ƒ←–,,,ƒ ƒ ƒƒ ƒ,,***Œ** *,ƒ ƒ,Ž",,*

DPGET_LO**CAL**

ƒƒƒƒ ƒƒƒ,ƒ ƒƒ,ƒ ƒ ƒƒƒ,Ž",,

Direct**Play， ƒ ƒƒ,,,ƒƒ ƒ,,,,,ƒƒƒ,ƒƒ ƒ ƒ ƒ,•**Ž*,,,,,*

,,,   ∅
,,,,,,,, DPSET_LOCALƒƒƒ,Ž,,□DirectPlayƒƒƒƒƒƒ,,,,ƒ□ƒƒ□ƒ□ƒ,ƒƒƒ,,,□
DPSET_REMOTE*ƒƒƒ,Ž,,□ƒƒƒƒƒ',",ˆ,ƒƒƒƒ□ƒƒƒ,,,,□ƒƒ□ƒ□ƒ□ƒ,□',*
        *IDirectPlay2::Set*GroupData

xe "IDirectP**lay2\:\:GetG**roupName"§
IDirectPlay2::GetGroupName
HRESULT GetGroupName(DPPID idGroup,
    LPV*OID lpData,* LPDWORD lpdwDataSize);

*ƒƒ ƒ,*Š˜*•,,,,–',•,*
•   Œ*,,,*DD_OK Ž*",,,*Ž*,ƒƒ ',,,,,,,•,*
DPERR_BUFFERTOOSMALL

DPE*RR_INVALIDOB*JECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGroup

−',—‹,,ƒƒ ƒ,ƒƒ ƒID

lpData

−'ƒ ƒ, , ,,,ƒƒƒƒ,ƒƒƒƒ ƒ ƒ,ƒƒƒ,,,Ž",, , ,,ƒƒƒ ƒ,NULL,ƒƒƒ,, ,,,,
lpdwDataSize,, ƒ ƒ,•Ž,,,,•—,ƒƒƒ, ',,,

lpdwDataSize

ƒƒƒƒ,**Œ,□,'**,**ƒƒƒƒ,ƒƒ**ƒ,□Š‰,,,•□,,ƒƒƒƒ□ƒƒƒƒ,□Œ,–
,,Œ□,,ƒƒƒ□ƒ,,–'ƒ□ƒ,ƒƒƒ,ƒƒƒ'ˆ,ƒƒƒ,,,□ƒƒƒƒ,□,,,,□DPERR_BUFFERTOOS
MALL□□□□,,ƒƒƒ□ƒ,,□•—,ƒƒƒƒ ∅
ƒ ƒ–
ƒ ƒ,", ,,, ƒƒƒƒlpData,DPNAME '',ƒƒƒƒ,,,,,,,,,

Ž DPNAME, IDirectP*lay2::SetGroup*Name

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

HRESULT GetPlayerAddress(DPID idPlayer,

  LPVOID lpAddress, LPDWORD lpdwAddressSize);

                     DirectPlay   DirectPlay

-        DD_OK*ののﾞ,,,,,•,*
DPERR_BUFFERTOOSMALL

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idPlayer
*ffff,Ž",,ffff,ffff*ID
lpAd
  dress
  DirectPlay*ffff, , ,,,ffff,,ffff f f,fff,,,Ž",, , ,,fff f,***NULL,***fff,, ,*
  ,,,lpdw*Address**Sizefff f,, f f,•Ž,,,,,•—,fff, ',,,*
  lpdwAd**dressSize**
  ,,ffff,Œ, ,',ffff,fff, Š‰,,,• ,,f

  fff   の
  f,, ff f f f,fff,fff'ˆ,fff,,, ffff, ,,,, DPERR_BUFFERTOOSMA
  LL   ,fff f,,•—,ffff,fff, ',,,

  xe "IDirectPlay2\:\:GetPlayerCaps"§
  IDirectPlay2::GetPlayerCaps
  HRESULT GetPlayerCaps(DPID idPlayer,
    LPDPCAPS lp*PlayerCaps, DWORD dwFlags);*

  Ž',,,ffff,Œ ,"—,Ž",,
- ☐Œ,,,DD_*OKのの*
  *DPERR_*INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idPlayer
”—‚ŒŽ‚‚$ffff$‚$ffff$ID
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 $\mathcal{O}$ f f $ffff$‚Ž“‚‚

• Œ‚‚DD_OK Ž”‚‚‚Ž‚ff ’‚‚‚‚‚•‚
DPERR_BUFFERTOOSMALL

DPERR_INVALIDFLAGS

DPERR_INV

ALIDOBJECT

DPERR_INVALIDPLAYER

idPlaye**r**

*ƒ ƒ,Ž",,ƒƒƒƒ,ƒƒƒƒ***ID**

lpData

ƒƒƒƒ ƒƒƒŒ—,ƒƒƒƒ ƒ ƒ, , ,,,ƒƒƒƒ,,ƒƒƒƒ ƒ ƒ,ƒƒƒ,,,Ž",, ,

,,*ƒƒ   NULL*   lpdwDataSize*ƒƒƒ□ƒ,,□ƒ□ƒ,•Ž,,,,,•—
,ƒƒƒ,□'*

lpdwDataSize

 ∅   ,',ƒƒƒƒ,ƒƒƒ, **Š‰,,,• ,,ƒƒƒ**ƒ   ƒƒƒƒ, **Œ,–**
,,Œ ,,ƒƒƒ ƒ,, ƒƒ ƒ ƒ ƒ,ƒƒƒ,ƒƒƒ'ˆ**,ƒƒƒ,,, ƒƒƒƒ, ,,,, D**PERR_BUF
FERTOOSMAL**L**   **,,ƒƒƒ ƒ,,•—,ƒƒƒƒ,ƒƒƒ, ',,,**

dwFlags

,,*ƒƒƒ□ƒ,0,ƒƒƒ,,,□ƒƒ□ƒ□ƒ□*

*DPGET_*REMOTE

ƒƒ ƒ,‹—,,,ƒ ƒ ƒƒ ƒ,,Œ ,ƒ ƒ,Ž",,

DPGET_LOCAL

,,*ƒƒƒƒ ƒƒƒ,,,ƒ ƒƒ,ƒ ƒ ƒƒƒ,Ž"*

,,

DirectPlay, ƒ ƒƒ,,,ƒƒ ƒ,,,,,ƒƒƒ,ƒƒ ƒ ƒ ƒ,•Ž,,,,,,,, ƒƒƒƒ ƒƒƒ,Ž",,ƒ ƒ,ƒ
ƒƒ,Ž',,,,,,,,,, DPSET_LOCAL

ƒƒ   **DirectPlay**
DPSET_REMOTE

IDirectPlay2::SetPlayerData

IDirectPlay2::GetPlayerName

HRESULT Ge**tPlayerName(DPID idPlayer,**

LPVOID lp••••,',*ƒƒ□ƒ□ƒƒƒƒ□ƒƒƒ,Ž‰,,□□Š',ƒƒƒƒƒ,Ž‰*
,,,,,,,,□*ƒ□ƒƒ□ƒƒƒƒ*,□□,,,',□*ƒƒƒƒ□ƒƒƒ*,IDirectPlay2::Open,Œ,□,,

,,,,,,,□ƒƒƒƒ□ƒƒƒ,Š',ƒƒƒƒƒ,ž‰,,',,□ž‰‰",ƒƒƒƒƒ,ˆ—
,,,,,ƒƒƒƒƒ‹□,ž",,,,, IDirectPlay2::EnumSessions,ž—
,,,,,,,□□,,ƒƒƒƒ,¯Œ,,,,,,ƒƒƒƒƒ

DPERR_UNAVAILABLE*ƒƒ* ,•,,,Œ‰,,,

Ž   DPSESSIONDESC2, IDirectPlay2::Close, IDirectPlay2::EnumSessions

IDirec
tPlay2::Receive
HRESULT Receive(LPDPID lpidFr**om, LPDPID lpidTo,**
  DWORD dwFlags, LPVOID **lpData, LPDWORD lpdwDataSize);**

ƒƒƒ *ƒ* *ƒƒ* ,,

,*ƒƒƒ*
• Œ,,,DD_OK Ž",   ∅∅
DPERR_BUFFERTOOSMALL

DPERR_GENERIC

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

DPERR_NOMESSAGES

lpidFrom
ƒƒƒƒ, Œ,–,,, ' ',*ƒƒƒƒ*ID,*ƒƒƒ*,,,• ,,*ƒƒƒƒ*
DPRECEIVE_FROMPLAYER*ƒƒƒ*,Ž',,,,,   , ,,• ,
    ID   ,,
lpidTo
ƒƒƒƒ, Œ,–
,,, Ž ',*ƒƒƒƒ*ID,*ƒƒƒ*,,,• ,,*ƒƒƒƒ* DPRECEIVE_TOPLAYER*ƒƒƒ*,Ž',,,,,
  , ,,• ,*ƒƒƒƒ*,Œ, ,',*ƒƒƒƒ*ID, Š‰,,,,,,,,,
dwFlags

ˆ‰

, Œ*fff*,,,,ˆ ,', ,,, ',,,,,,,,, DPRECEIVE_TOPLAYER,DPRECEIVE_F
ROMPLAYER,—•,Ž',,,   ,Œ,,,,,,,*fff f*,•,,,

DPRECEIVE_ALL

,Ž—‰",*fff f*,•, *fffff*,,,

DPRECEIVE_FROMPLAYER

lpidFrom   ID   ⵰

I*D DPID_SYSMS*G

DPRECEIVE_PEEK

⵰⵰

DPRECEIVE_TOPLAYER

lpidTo 󰀀󰀀󰀀󰀀󰀀󰀀󰀀󰀀󰀀󰀀󰀀 **ID** 󰀀󰀀󰀀󰀀󰀀󰀀󰀀⵰󰀀󰀀󰀀󰀀
,•*f*,,󰀀,,,,󰀀lpdwDataSize*fff*󰀀*f*,,󰀀*f*󰀀*f*,•Ž,,,,•—,*fff*,󰀀',,,󰀀*fff*󰀀*f*,*fff ƒ*ID
DPID_SYSMSG,,`,,,,,,,,,,,󰀀*ffff*󰀀*fff*,lpData,DPMSB_GENERIC󰀀``,*ffff*,󰀀󰀀—
,󰀀,`,*ffff*󰀀*fff*󰀀*f*,*fff*,',,,,󰀀dwType*fff*,*ffff*,,,,,,,,󰀀
lpdwDataSize

⵰⵰⵰
⵰
fff f,, *ff f f f*,*fff*,*fff*'ˆ,*fff*,,, *ffff*, ,,,, DPERR_BUFFERTO
OSMALL   ,,*fff f*,,•—
,*ffff*,*fff*, ',,, *ff* ,',,,*fff f*,   , IDirectPlay2::Receive,

Œ, ,',•‰
,,,,,,, ,,,,, ˆ`,IDirectPlay2::Receive**Œ, ,,—‹,,,*fff*,Š,",,Œ,,,,,   ,DPERR_B**
UFFERTOOS**MALL*ff* ,•,,,,,,,,,   ‘,•–, DPERR_BUFFE**RTOOSM

ALL*f*   *f*, Š,",,‘,,,,,,,

ƒƒƒƒ ID
DPID_SYSMSG,,' ,,,,,,,*ƒƒƒ ƒ, ƒƒƒ,,, ,,,ƒƒƒƒ ƒƒƒ ƒ,,, ,, ƒ
ƒƒƒ ƒƒƒ ƒ*,lpData,DPMSG_GENERIC,*ƒƒƒƒ*,, ,,*ƒƒƒƒ ƒƒƒ ƒ*,‰
,,,,,"',,,,,*dwTypeƒƒƒ*,',,,,,,,

,,,,*ƒƒƒƒ,ƒƒ ƒƒƒƒƒ*,,, *ƒƒ ƒ*",,,,,*ƒƒƒƒ*,' ,,,,,*ƒƒ ƒ*,ˆ,,,,*ƒƒƒ ƒ*
ID DPID_SYSMSG ',*ƒƒƒƒ*ID,,—
,,,,,,•,,, *ƒƒƒƒ ƒƒƒ, ƒ ƒƒ*,*ƒƒƒƒ*,ˆ,,,,*ƒƒƒ ƒ*,,,Ž,Ž, lpidFrom,lpidTo*ƒƒƒ
ƒ*,",,',Ž,*ƒƒƒ ƒ, ƒƒƒƒ*,Ž ,,,,,,,,,

DPSESSION_NOMESSAGEID*ƒƒƒ,ƒƒƒƒƒ*,Ž',,,,,, lpidFrom,lpidTo*ƒƒƒ ƒ*,
‰,ˆ–,Ž,,,

DirectPlay,,,," ,,,,,,*ƒ*□*ƒƒ*□*ƒƒƒƒƒ*,□*ƒ*□*ƒ*,"'‚",,,,, Š' ,*ƒƒƒƒ*,Ž□,,□,,,,Ž□*ƒƒƒ*
□*ƒ*,Œ□,,□*ƒ*□*ƒ*,"'‚Œ□,,,□□□,,□*ƒ*□*ƒ*,"Š□•□,,,,,,□□□,

   DPMSG_GENERIC, IDirectPlay2::Send

*IDi*re**ctPlay2::Send**

HRESULT Send(DPID idFrom, DPID idTo, DWORD dwFlags,

   LPV**OID lpData, DWORD dwDataSize**);

- □□□□□□□□□□□□□□□□ *ƒƒ*SY

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

DPERR_SENDTOOBIG

idFrom
'□',*ƒƒƒƒ*ID□*ƒƒƒƒ*ID,□,,,*ƒƒƒƒ*□

idTo

ID

ID□,,,DPID_ALLPLAYERS□DPID_ALLPLAYERS,Ž',,, *fffff*",,,,,*ffff,f ff*□*f*,' ,, **DPSEND_OPENSTREAM,DPSEND_CLOSESTREAM***fff*,**Ž—** ,,□□,□,,*fff*□*f,ffff*ID

   *dwFl*ags

fff□*f,*'□•–,Ž,□,,*fff*□*f*„,*fff*„□*fff*□*f*,•□„,,□•□",—□□ˆ,'□„,□„„,*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*, "‰,*fff*,Ž,

DPSEND_CLOSESTREAM

ffff,',,,,,,*fff f*, ,,,,',,,,,,,,,Ž

  ,

  lpData

' ,,,*f f*,,*ffff*
Ž ,' ,,*fff f*,,,,,, ,,*fff f*, NULL,*fff*,, **DPSEND_OPENSTREAM,DPSEN D**_CLOSE**STREAM***fff*,**Ž'**,,   NULL,,,,,,,,,,

  dwDataSize

' ,,,*f f*,',

fff f,',*ffff*,' ,,,, ˆ ,*ffff***ID**,**Ž'**,, *fff f*,*ffff*,*ff f*,' ,,,, *ff f*,**Š**,",,,,**ID**, **Ž'**,, *fff f*,*fffff*"',',   , DPID_**ALLPLAYERS***ffff***ID**,**Ž'**,, **IDirectDraw**Sur face**2::Lock /**
IDirectDrawSurface2::Unlock,Œ, ,,**Š** ,,,**IDirectDrawSurface2::Get**DC / I

Dire*ctDrawSu*rface2::ReleaseDC*ƒƒƒƒ*,Œ, ,,Š,, IDirect**Play2::Send*ƒƒƒƒ*,Ž**
─,,,,,,,,,
ƒƒƒƒ, Ž•Ž ,*ƒƒƒ* *ƒ*,' ,,,,
,*ƒƒ* *ƒ*,DPID_ALLPLAYERS,',,,

  ,,*ƒƒƒ* *ƒ*,*ƒƒ* ,*ƒƒƒƒ*,Ž,Ž,,,,,,

   DPSESSION_NOMESSAGEID
   ,Ž',,,,,*ƒƒƒƒƒ*,, *ƒƒ* *ƒ*,' ,,*ƒƒƒ* *ƒ*,*ƒƒƒƒ*,Ž ,,,,,‰",,, ,,   **,DirectP**lay*ƒƒƒ* *ƒ*I
   D*ƒƒƒ* *ƒƒƒ* *ƒ*,' Ž,Ž, ,•‰,,,,,, *ƒ* *ƒƒ* *ƒƒƒƒƒ*,,,,Ž•Ž ,,,*ƒƒƒ*

ƒ,

DPSESSION_NOMESSAGEID

*の*DirectPlay   *のの*
  2 3 *のののの*

DirectPlay *ののの*
                のののの

のの DirectPlay □□□DPSEND_GUARANTEED □□□
□□□□□□□□□□□□□□□□□□□IDirectPlay2::GetCaps □□□□□□□
DPCAPS_GUARANTEEDSUPPORTED □□
□□□□□□□□□*の*□□□□□□□□□□□□□□□□□□□□□**DPSEND_GUARANTEED** □□□□□□□□□□□□□□□□□□□□□
のの **DirectPlay** □□□
□ **CAPS** □□□□□□□□□□□□□□□□□□□□□
„D*ƒƒƒ*,Ž,,,,,,□*ƒƒƒƒ*□*ƒƒƒ*,*ƒƒƒ*□*ƒƒƒ*,*ƒƒƒ*,,,,□*ƒ*□*ƒƒ*□*ƒƒƒƒƒ*,•□•,,*ƒƒƒ*□*ƒ*Œ Š,*ƒƒ*□*ƒ*,,,,,,,,',,
,,□─,,,□
ƒƒ□*ƒ*,,,,,□□□Ž,*ƒ*□*ƒƒƒ*,DirectPlay,Ž□'",□DPSEND_GUARANTEED,Ž',,,,,,,,,‰□,□□
,,,',,,,,,□

Ž□□IDirectPlay2::Receive

xe "IDirectPlay2\:\:SetGroupData"§
IDirectPlay2::SetGroupData
HRESULT SetGroupData(DPID idGroup,

   LPVOID lpData, DWORD dwDataSize,
   DWORD dwFlags);

ƒƒ *ƒ*ID,*ƒƒƒƒ* *ƒƒƒ*Œ─,*ƒ* *ƒ* *ƒƒƒƒ*,Š~•,,

- Œ,,,DD_OK Ž",,,Ž,*ff* ',

•,

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_INVALIDPLAYER

idGrou**p**
*f f, ',,ff f,ff f***ID**
lpData
fff,,,f f,,ffff **Š'**,*ff f f f,fff,,*   ,NULL,**Ž',,**
dwDataSiz**e**
f f ffff,fff
dwFlags
*,,fff f,***0,Ž'**,,, *ff f ff f f f,fff,,* • *,,,fff f,,,,'',,,*

DPS*ET_REMOTE*

⊘   *,,,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,*',,,,—

Œ,,, *ƒƒ ƒ ƒ ƒ, ƒƒƒƒƒ*","„„„',*ƒƒƒƒ ƒƒƒ*,"„„„ DPSESSION_NODATA
MESSAGES
,Ž',„„„,*ƒƒƒƒƒ,, ƒ ƒ,•* ,",„„ „„„',*ƒƒƒƒ*,DPSYS_SETPLAYERORGROU
PDATA*ƒƒƒƒ ƒƒƒ ƒ,'„„ ƒƒ ƒ,,ƒƒƒƒ,ƒ ƒƒ ƒ ƒ,*Š",„„
                ƒ, DPMSG_DESTROYPLAYERORGROUP
ƒƒƒƒ ƒƒƒ ƒ,'„„ ƒƒ ƒ,"Š,„„„„„„„„„,—
Œ,„„, *ƒƒƒƒ ƒƒƒ,,,,ƒƒ ƒ,*‰•,„„„„,
ƒƒƒƒ ƒƒƒ ƒ,ƒƒƒ,„„,ƒƒƒƒ ƒƒƒ ƒ,Ž—,Ž ,„„

Ž   DPMSG_SETPLAYERORGROUPDATA,
IDirectPlay2::GetGroupData, IDir

ectPlay2::Send

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

ƒƒ ƒ, Œ,*ƒƒ ƒ,—*',*ƒƒƒ,,* DPSESSION_NODATAMESSAGES
,Ž',„„„,*ƒƒƒƒƒ,, —*',*•* ,",„„ '„„„,*ƒƒƒƒ*,DPSYS_SETPLAYERORGROUPNAME*ƒ*
ƒƒƒ ƒƒƒ ƒ,'„„ ƒƒƒƒ ƒƒƒ ƒ,ƒƒƒ,„„,ƒƒƒƒ ƒƒƒ ƒ,Ž— ,Ž ,„„
   •   Œ,,,DD_OK Ž",,,Ž,*ƒƒ* ',„„„,•,
   DPERR_INVALIDOBJECT

DPERR_**INVALIDPARAMS**

DPERR_**INVALIDPLAYER**

   idGr*oup*
   —',*ƒƒƒ,,ƒƒ ƒ,ƒƒ ƒ*ID
   lpGroupName
   ƒƒ ƒ,—' •,Š,DPNAME '',,*ƒƒƒƒ ƒƒ ƒ,—' •*,Ž,„„

   ,   ∅   *NUL*L   *ƒ,,*
dwFlags
,,*ƒƒƒ ƒ,*0,Ž',„„ ,„„,*ƒƒ ƒ ƒƒƒƒ,•* ,„„*ƒƒƒ ƒ,„„,—'*,",„„
DPSET_GUARANTEED

‰",,,, • •,,ƒƒƒ ƒ,,,,ƒ ƒ,"',,

Ž   DPNAME, DPMS*G_SETPLAYERORGROUPNAME,*
IDirectPlay2::GetGroupName, IDirectPlay2::Send

xe "IDirectPlay2\:\:SetPlayerData"§
IDirectPlay2::SetPlayerData
HRESULT SetPlayerData(DPID idPlayer, LPVOID *lpData,*
    D**WORD dwDataSize, DWORD dwF**lags);

*ƒƒƒƒ*ID,*ƒƒƒƒ ƒƒƒ*Œ—,*ƒ ƒ ƒƒƒƒ*,Š˜•,,
   •   **Œ,,,DD_OK** Ž",,,Ž,*ƒƒ ',,,,,,•,*
DPERR_INVALI*DFLAGS*

*DPERR_INVALIDO*BJECT

DPERR_INVALIDPLAYER

idPlayer
*ƒ ƒ, ',,ƒƒƒƒ,ƒƒƒƒ*ID
lpData
*ƒƒƒ,,,ƒ ƒ,ƒƒƒƒ Š',ƒƒƒƒ ƒ ƒ,ƒƒƒ,,   ,*NULL,Ž',,
dwDataSize
ƒ ƒ ƒƒƒƒ,ƒƒƒ
dwFlags
,,*ƒƒƒ ƒ,*0,Ž',,, *ƒƒ ƒ ƒƒƒƒ ƒ ƒ,ƒƒƒ,, • ,,,ƒƒƒ ƒ,,,,*"',,,
DPSET_REMOTE

,,*ƒ ƒ,,,,,ƒƒƒƒ ƒƒƒ,,,,*Ž—,, *ƒƒƒƒƒ*",,,,,',*ƒƒƒƒ ƒƒƒ,*"',,,

DPSET_LOCAL

,,ƒ ƒ,ƒ ƒƒ,Ž—,,,,,,,—ˆ,, "',,,,,,,,

DPSET_**GUARANTEED**

‰",,,, • •,ƒƒƒ ƒ,,,,ƒ ƒ,"',, ,,ƒƒƒ,DPSET_REMOTE,ˆ ,Ž',,,,,,,,,

DirectPlay,□ƒ□ƒƒ,,,ƒƒ□ƒ,,,,,ƒƒƒ,ƒƒ□ƒ□ƒ□ƒ,•Ž,,,,,,,,,□ƒ□ƒƒ□ƒ□ƒ,□ƒ□ƒƒ
□ƒƒƒƒ□ƒ□,ƒƒƒƒ□ƒƒƒ,',,,,—
Œ,,,□ƒƒ□ƒ□ƒ□ƒ,□ƒƒƒƒƒ",,,,,',ƒƒƒƒ□ƒƒƒ,",,,, DPSESSION_NODATAME
SSAGES
,Ž',,,,,,ƒƒƒƒ,,□ƒ□ƒ,•□,'',,,, ,,,,',ƒƒƒƒ,DPSYS_SETPLAYERORGROUPD
ATAƒƒƒƒ□ƒƒƒ□ƒ,',,, ƒƒ□ƒ,,ƒƒƒƒ,ƒ□ƒƒ□ƒ□ƒ,Š",,,,ˆ',,, ƒ□ƒƒ□ƒ□ƒ□ƒƒƒ
ƒ,□DPMSG_DESTROYPLAYERORGROUP
⟳⟲

DPMSG_SETPLAYERORGROUPDATA, *IDirectPlay*2::**GetPlayerData,**
IDirectPlay2::Send

xe "IDirectPlay2\:\:SetPlayerName"§

IDirectPlay2::SetPlay**erName**

HRESULT SetPlayerName(DPID idPlayer,

  LPDPNAME lpPlayerName, DWORD dwFlags);

DPSESSION_NODATAMESSAGES

DPSYS_SETPLAYERORGROUPNAME ⟳⟲

• DD_OK⟳⟲

DPER*R_INVALIDOBJECT*

*DPERR_INVALI*DPLAYER

idPlayer

ID

lpPlayerName

DPNAME　　　の
NULL

dwFlags

　　　　　　　0　　　　　　　　　　　　　　　　　　　　　　　の

*D*PSET_GUARANTEED

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

xe "IDirectPlay2\:\:SetSessionDesc"§

IDirectPlay2::SetSessionDesc

HRESULT SetSessionDesc(LPDPSESSIONDESC2 lpSessDesc,

　DWORD dwFlags);

　　の　　　　　ののの

lpSesesc

□,,□',Š,,,,*ƒƒƒƒƒ*‹□□",,*ƒƒƒƒ*□
dwFlags
,,*ƒƒƒƒ*,,Œ□*ƒƒƒ*,ž―,,,,,,□
Ž□□DPSESSIONDESC2, IDirectPlay2::GetSessionDesc
IDirectPlayLobby
ƒƒƒƒ□*ƒƒƒ*,□IDirectPlayLobby*ƒƒƒ*□*ƒƒƒƒ*,*ƒƒƒƒ*,ž―
,,□*ƒƒƒƒ*□*ƒƒƒ*,*ƒƒƒƒ*□*ƒƒƒ*,Š˜•,,,,,*ƒ*□*ƒ*,□Œ,,□,,*ƒƒƒƒƒ*,□IDirectPlay
Lobby
IDirectPlayLobby Interface

*ƒƒƒ*Š—
CreateAddress

EnumAddress

EnumAddressTypes

*ƒƒƒƒ ƒƒƒ*Š—
Connect

EnumLocalApplications

RunApplication

*ƒ ƒ*Š—
GetConnectionSettings

ReceiveLobbyMessage

SendLobbyMessage

SetConnectionSettings

SetLobbyMessageEvent

xe "IDirectPlayLobby\:\:Connect"§
IDirec**tPlayLobby::Connect**
HRESULT WINAPI Connect(**DWORD dwFlags,**
  LPDIRECTPLAY2 FAR *lplpDP**, IUnknown FAR *pUnk);**

ffff fff,fffff

, '
*IDire*ctPlayLobby::RunApplication*ffff,',ff   ffffff,,'‹,, '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,,,,,,,,,
lplpDP
—Œ,*fff ffff*, Š‰
,,,*ffff*,,*ffff* IDirectPlay2 IDirectPlayLobby,,Œ, ,,,   ,,,IDire*ctPlay*
*2A IDire*ctPlayLobbyA,,Œ, ,,,   *fff ffff*,,,,,,,,
pUnk

IUnknown*fff ffff*,*ffff   ,,fff f, —
,COM   ‰‹”,,ŒŠ ,,,,’‹,,,,, Œ ,IDirectPlayLobby::Connect,, ,,*fff f*
,NULLˆŠ,’,Ž’,,,,ff   ,•,

  Œ,,,   ,,*f ff fffff*,DirectPlay*ffffff*,   ,   ,,*fffff*,*f ff*,, *f f*,
–
, ,,,*fffff ffff*,•Ž,,,,,,, ,,*ffff*,Ž”,,DPERR_NOTLOBBIED*ff* ,•,
  ffff fff,’ ,Ž ,Ž , DirectPlayEnumerate DirectPlayCreate IDirect
Play2::EnumSessions IDirectPlay2::Open,Œ, ,,,,,,,,, ‘,*ff* ’,Ž”,,   , *f*
ffff,, ‘,–‘,,,

,,*ffff*,Œ, ,‘, *ffff fff*,ŠŽ,,,,,—
,,,, ‘ ’,’,’,,,,,,,,, **,,,,,,IDirectPlayLobby::GetConnecti**onSettings*ffff*,Ž
—
,, *ffff fff*, ,,,, ’,• , IDirectPlayLobby::SetConnectionSettings*ffff*,,
,,*fff*,’,,,,,,,, DPSESSIONDESC2 ‘‘,, “ ,*fffff*“ , ’,,,,,,“•,’ˆ,•,,,,,,,,,,
  “, *dwFlag*s dwMaxPlayers dwUser*fff*,,’ˆ,•—,,,

Ž   DirectPlayCreate

xe "IDirectPlayLobby\:\:CreateAddress"§

IDirectPlayLobby::CreateAddress

HRESULT CreateAddress(REFGUID guidSP,

  REFGUID guidDataTyp

e, LPCVOID lpData,

    DWORD dwDataSize, LPVOID lpAddress,

    LPDWORD lpdwAddressSize);

  —,,,,*f ff ff***fffŒ—,ffff f ffff*,, **DirectPlay***ffff,*   ,, Œ‰
,*ffff*,, *f ff fffff*,*ff ff ff f*Ž•Ž GUID   ,,,*f ff fffff*,*ffff f f*
fff,,‰Ž,,,,,,,,,*f f*,Š,,,
  •   Œ,,,DD_OK Ž”,,,Ž,*ff *’,,,,,,•,

DPERR_BUFFE**RTOOSMALL**

DPERR_INVALIDPARAMS

  guidSP
  f ff fffff,GUID,,*ffff*   C++,,GUID,,Ž ,,,
  guidDataType
  Œ—
  ,*ffff f ffff fff*,Ž•,,GUID,*ffff* ’‹ ,,*ffff* **f ffff fff*,,,,,**DirectPlay*f*
  *fff,***Ž** **,,,**, C++,,GUID,,Ž ,,,
  lpData
  Œ—,*ffff   f   ffff*,Š,*ffff*,,*ffff*

dwDataSize

lpData,$ffff$ f $ffff$

,f

lpAddress

,,,DirectPlay$ffff$, , ,,,$ffff$,,$ffff$

lpdwAddressSize

DirectPlay$ffff$□$ffff$,fff,Š,•□,,$ffff$□f□ff□$fffff$,□,,$ffff$,Œ,□,',lpdwAddressSize,$ffff$,fff,□Š‰,,,,,,,,,□ $ffff$,□Œ,−,,□,,fff□f,,lpAddress,□,□,,,fff□,Š",,, $ffff$,□,,,,□DPERR_BUFFERTO $OSMALL$∅DirectPlay$ffff$,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,,DPLCONNECTIO**N ",Ž",, •,,,f f, ff   ffffff,,,,IDirectPl**ay
Lobby::RunApplication*ffff*,",,,,, ,,,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* ¥*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, ',, ,,,, lpdwDataSize*fff f*,, *f f*,•
Ž,,,,,•—,   ,*fff*,Š",,,

lpdwDataSize

,,*ffff*,Œ, ,',*ffff*,*fff*, Š‰,,,• ,,*ffff ffff*, Œ,–
,,Œ ,,*fff f*,*f f*,*fff*,*fff*'ˆ,*fff*,,, *ffff*, ,,,, DPERR_BUFFERTOOSM
ALL   , ,,*fff f*,,•—,   ,*ffff fff*, ',,,

Š , Œ,–
,,,, ƒ ƒ,", ,,,,, lpData*ƒƒƒ*,LPDPLCONNECTION ",*ƒƒƒƒ*,,,,,,,,

Ž☐☐DPLCONNECTION, IDirectPlayLobby::RunApplication, IDirectPlayLobby::SetrectPlayLobby::ReceiveLobbyMessage

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

ƒƒ☐☐*ƒƒƒƒƒƒ*☐*ƒƒƒƒ*☐*ƒƒƒ*,DirectPlay*ƒƒƒƒ*☐*ƒƒƒ*,Š, '☐,,,,*ƒƒƒ*☐*ƒ*,ž"
,,☐*ƒƒƒ*☐*ƒ*,*ƒƒ*☐,',,,,,,,☐",

• DD_OK ,,,Ž,*ƒƒ* ',,,,,,•,

DPERR_APPNOTSTARTED

DPERR_BUFFERTOOSMALL

DPERR_GENERIC

DPERR_INVALIDINTERFACE

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_NOMESSAGES

DP**ERR_OUTOFMEMORY**

dwFlags
——,,,,, **0**,,,,,,,,,,
dwAppID
ƒƒ   *ƒƒƒƒƒƒ*,Œ, ,   ' ',Ž",,*ƒƒƒ*

ƒ ƒƒ   ¥
,,,,,*ƒƒƒƒ ƒƒƒ*,' ,,   *ƒƒƒƒ ƒƒƒ*,Œ, ,,,, ,,*ƒƒƒ*   *0*

ƒƒ ƒƒƒ, ,,,,*ƒƒ*   *ƒƒƒƒƒƒ*,,,' ,,,   ,,ID" ,DirectPlayLobby::RunApplication,,Ž",,,

lpdwMessageFlag*s*

$\varnothing$

DPLAD_SYSTEM

ffff fff,f   ,,,,,,Ž, ” ,,*ffff*,Ž—
,Œ',,,, lpData*ffff*,DPLMSG_GENERIC*ffff fff f*,*ffff*,,dwType*fff*,
—Œ,, *ffff fff f*,Ž—,',,

lpData

fff f, , ,,,ffff,,ffff fff f,fff,,,Ž",,   , ,,*fff f*,NULL, ',, ,,,, l
pdwDataSize*fff f*,, *fff f*,•Ž,,,,,•—,   ,,fff,Š",,,

lpdwDataSize

,,*ffff*,Œ, ,',*fff***f,fff, Š‰,,,• ,ffff ff**ff, Œ,–
,,Œ ,,*fff f*,,*fff f*,fff,fff'ˆ,*fff*,, *ffff*, ,,,, DPERR_BUFFERTOOSMAL
L   , ,,*f***ff f,,•—,   ,ffff fff, ',,,*

Ž   **I**DirectPlayLobby::RunApplication, IDirectPlayLobby::SendLobbyMessage

xe "IDirectPlayLobby\:\:RunApplication"§

IDirectPlayLobby::RunApplicatio

n

HRESULT RunApplication(DWORD dwFlags,

LPDWORD lpdwAppID, LPDPLCONNECTION lpConn,

HANDLE hReceiveEvent);

•   DD_OK$\varnothing\varnothing$

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

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□□□□□**DPLSYS_SESSIONCREATED** □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
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ƒƒƒƒ□□*ƒƒƒƒƒƒ*,□*ƒƒƒƒ*□*ƒƒƒ*,□'□','',□,,DPLSYS_CONNECTIONSETTINGSRE_AD_*ƒƒƒƒ*□*ƒƒƒ*□*ƒ*
ƒƒ□□*ƒƒƒƒƒƒ*,□DPLSYS_CONNECTIONSETTINGSREAD*ƒƒƒƒ*□*ƒƒƒ*□*ƒ*,*Ž*□
,,'',IDirectPlayLobby*ƒƒƒ*□*ƒƒƒƒ*,‰•
     IDirectPlayLobby::ReceiveLobbyMessage

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

xe "IDirectPlayLobby\:\:SendLobbyMessage"§

IDirectPlayLobby::SendLobbyMessa*ge*

*HRESULT SendLobbyMessa*ge(DWORD dwFlags,

   DWORD dwAppID, LPVOID lpData,
   DWORD dwDataSize);

*ƒƒƒƒ ƒƒƒ,ƒƒ   ƒƒƒƒƒƒ,*Š,*ƒƒƒ ƒ,' ,,*

-    Œ,,,DD_

  OK Ž",,,Ž,*ƒƒ* ',,,,,,•,

  DPERR_APPNOTSTARTED

  DPERR_BUFFERTOOLARGE

  DPERR_GENERIC

  DPE**RR_INVALIDINTERFACE**

  DPERR_INVALIDOBJECT

DPER*R_INVALIDPARAM*S
  DPERR_OUTOFMEMORY

  DPERR_TIMEOUT

dwFl*ags*
       0
  dwAppID

  *ƒƒ   ƒƒƒƒƒƒ,Œ, ,   **' ',Ž",,ƒ***ƒƒƒ ƒƒƒ,Ž•,, ƒƒ ¥ƒƒƒƒƒƒ,,,,,,ƒƒƒƒ*
   ƒƒƒ,' ,,   ƒƒƒƒ ƒƒƒ,Œ, ,,,, ,,ƒƒƒ ƒ,0,,,,,,,,, ƒƒƒƒ ƒƒƒ, ,,,,ƒƒ

  ,,ID" ,DirectPlayLobby::RunApplication,,Ž",,,
  lpData
  *' ,,ƒƒƒ ƒ,*Š,*ƒƒƒƒ,,ƒƒƒƒ*
  dwDataSize
  *ƒƒƒƒ,ƒƒƒ,ƒƒƒ'ˆ,*Ž

',,

Ž   IDirectPlayLobby::RunApplication,
IDirectPlayLobby::ReceiveLobbyMessage

xe "IDirectPlayLobby\:\:Se

tConnect**ionSettings"**§

I**D**irect**PlayLobby::SetConnectionSettings**

HRESULT SetConnec**tionSettings(DWORD dwFlags,**

  DWORD dwAppID, LPDPLCONN**ECTION lpConn);**

□□□□□□□□□𝒪□□□□□□□□□□□□□□□
,□•**OK**□**Ž",,,Ž,**𝑓𝑓□**'**,,,,,,•,□
DPERR_GENERIC

DPERR_INVALIDINTERFAᴄᴇ

DPERR_INVALIDOBJECT

DPERR_INVALIDPARAMS

DPERR_OUTOFMEMORY


```
dwFlags
――,,,,,□0,,,,,,,,,□
dwAppID
```
𝑓𝑓□□𝑓𝑓𝑓𝑓𝑓,Œ,□,□□□□'□',Ž",,𝑓𝑓𝑓𝑓□𝑓𝑓𝑓,Ž•,,□𝑓𝑓□¥𝑓𝑓𝑓𝑓𝑓,,,
   ,,,𝑓𝑓𝑓𝑓□𝑓𝑓𝑓,'□,,□□𝑓𝑓𝑓𝒪0𝒪
   ,ID" ,DirectPlayLobby::RunApplication,,Ž",,,

```
lpConn
```
ŠŽ,,𝑓𝑓𝑓𝑓 𝑓𝑓𝑓,Ž', 𝑓𝑓𝑓𝑓𝑓 𝑓𝑓𝑓𝑓,•Ž,,,𝑓𝑓𝑓𝑓𝑓 𝑓𝑓𝑓𝑓𝑓𝑓, ',,,,•—
   ,,,,, •,Š,, DPLCONNECTION

   ",,𝑓𝑓𝑓𝑓
   Ž   IDirectPlayLobby::GetConnecti**onSettings**

   xe "IDirectPlayLobby\:\:SetLobb**yMessageEvent"**§
   IDirectPlayLobby::SetLobbyMe

ssage*Event*

   HRESULT SetLobbyMessageEvent(DWORD dwFlags,

     DWORD *dwAppID, HAN*DLE hReceiveEvent);

ff   fff f,Ž,Ž,,,,fff,,,ffff,"˜,, fff f,"Š,,,•—
,,,*ffff fff, ,,ffff,*Œ, ,,,,,,   Ø
  ,,IDirectPlayLobby::RunApplica*tion*   Ø
,,,ffff,• ,,,,,,,,,
•   Œ,,,DD_OK Ž",,,Ž,ff ',,,,,,•,

DPERR_GENERIC

DPERR_INVA
LIDINTERFACE

  DPERR_INVALIDOBJECT

  DPERR_INVALIDPARAMS

  DPERR_OUTOFMEMORY

dwFlags

––,,,,, 0,,,,,,,,,,

dwAppID

*ff   ffffff,*Œ, ,   ' ',Ž"*,,**ffff fff,Ž•,, ff ¥fff***fff,,,,,,ffff fff*
,' ,,   *ffff fff,*Œ, ,,,, ,,*fff f,*0,,,,,,,,, *ffff fff, ,,,,ff   fffff***ff***,,*
,' ,,,   ,,ID" ,DirectPlayLobby::RunApplication,,Ž",,,

hReceiveEvent

fff f,Ž ,,,,,fff,,,ffff ffff

Ž   IDirectPlayLobby::ReceiveLobbyMessage, IDirectPlayLobby::SendLobby

Message

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_KEEPALIVEOPTI𝑓𝑓𝑓,,Œ,𝑓𝑓𝑓𝑓,'□,,,□ '𝑓𝑓𝑓□,,,,,',,𝑓𝑓𝑓□𝑓,,,,ˆ□,𝑓𝑓𝑓𝑓;—,,'□,,,□

```
dwMaxQueueSize
```
Ž−,,,,□
```
dwMaxPlayers
```
,,DirectPlay𝑓𝑓𝑓𝑓𝑓𝑓,𝑓𝑓□𝑓,,,,,𝑓□𝑓𝑓,,,𝑓𝑓□𝑓,□'𝑓𝑓𝑓𝑓□□
```
dwHundredBaud
```
1•",,,𝑓𝑓𝑓•□𝑓□□𝑓□𝑓□,100𝑓𝑓𝑓'ˆ,Ž,□,,,,,,',24,□□□2400𝑓□,Ž,,,,□
```
dwLatency
```

　　DirectPlayの 0

dwMaxLocalPlayers

dwHeaderLength

DirectPlay

dwTimeout

　　　　𝑓𝑓𝑓𝑓𝑓,　　,,𝑓𝑓𝑓𝑓𝑓𝑓'　'　DirectPlay,　𝑓𝑓𝑓　𝑓,‰",',,,,,,𝑓𝑓𝑓𝑓𝑓𝑓',Ž—,,
Ž　　IDirectPlay2::Send

xe "DPCOMPORTADDRESS"§
DPCOMPORTADDRESS
typedef

```
struct DPCOMPORTADDRESS{
    DWORD dwComPort;
    DWORD dwBaudRate;
    DWORD dwStopBit
```
s;
```
DWORD dwParity;
    DWORD dwFlowControl;
} DPCOMPORTADDRESS;
```

typedef DPCOMPORTADDRESS FAR* LPDPCOMPORTADDRESS;

COM*f   f,*   ,,,,,   •,Š,
dwComPort
Ž—,,COM*f   f,"   ,Ž,   ,,fff,',1   2   3   ,,,4,,,*
dwBaudRate
COM*f☐f,f☐,Ž,☐ˆ‰,',*
*CBR_1*10
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
,,

dw**Parity**

COM 〇〇 **NOPARITY**
ODDPARITY EVENPARITY MARKPARITY

dwFlowControl

COM 〇 〇

DPCPA_DTRFLOW

DTR □□□□□□□ 𝑓𝑓R,Ž—,,𝑓□𝑓𝑓𝑓𝑓□𝑓𝑓□□Œ,Ž,□

DPCPA_RTSFLOW

RTS,Ž—,,𝑓□𝑓𝑓𝑓𝑓□𝑓𝑓□□Œ,Ž,□

DPCPA_XONXOFFFLOW
𝑓𝑓𝑓𝑓𝑓𝑓□𝑓𝑓□□Œ□xon/xoff□,Ž,□

𝑓□𝑓□𝑓□𝑓𝑓𝑓𝑓□𝑓𝑓𝑓□𝑓𝑓𝑓𝑓,'‹,,'□,□Winbase.h,'‹,,,,,□

xe "DPLAPPINFO"$
DPLAPPINFO
typedef struct DPLAPPINFO {

DWORD dwSize;

GUID guidApplication;

union

{

　　LPSTR lpszAppNameA;

　　LPWSTR lpszAppName;

};

} DPLAPPINFO, * LPDPLAPPINFO;

　　IDirectPlayLobby::EnumLocalApplications𝑓 𝑓𝑓𝑓𝑓Š ,",,, 𝑓𝑓𝑓𝑓 𝑓𝑓𝑓,,,,,
　　•,Š,
dwSize
　　DPLAPPIN**FO** ",𝑓𝑓𝑓,𝑓𝑓𝑓^,Ž',, 𝑓𝑓𝑓𝑓 𝑓𝑓𝑓,**DPLA**PPINFO ",Ž—,,∅
　　　　, ,𝑓𝑓 ,,,
　　guidApplication
　　𝑓𝑓𝑓𝑓 𝑓𝑓𝑓,𝑓𝑓 𝑓𝑓 𝑓𝑓 𝑓Ž•Ž GUID

*lpszAppNameA, l*pszAppName

*ƒƒƒƒ□ƒƒƒ,–',Ž,*ANSI,,,Unicode•Ž—□•Ž—,Œ,Ž—,,

D**PLCONNECTION**

typedef struct {

DWORD   dwSize;

DWORD   dwFlags;

LPDPSESSIONDESC2 lp**SessionDesc;**

LPDPNAME   lpPlayerName;

GUID   guidSP;

LPVOID   lpAddress;

DWORD   dwAddressSize;

} DPLCONNECT**ION, *LPDPLCONNECTION;**

dwSize

DPLCONNECTION   *の*
DPLCONNECTION の

dwFlags

'•–,Ž,
DPL**CONNECTION_CREATE**
SESSION

ƒƒƒƒƒ‹ ,,,,,, ,,ƒƒƒƒƒ, ,,

DPLCONN**ECTION_JOINSES**
SION

*fffff‹ ,,,,,,Š‘,fffff,***Ž‰,,*

lpSessionDesc

   ,,,Ž‰
,,*fffff***,•,**DPS**ESSIONDESC2**
",,***ffff***

lpPlayerName

ffff   Ž,Ž—
,,,–',Ž,DPNAME "**,,***ffff*** ,,,
 ff ,"̃,,, ,–',,, *ffff ffff,*
  ,,–',–Ž,,,,,,,,,

guidSP

fffff, ',,,,,Ž—
,,*f*** *ff* *fffff,***ff** *ff* *ff* *f***Ž•**
Ž GUID

lpAddress

f *ff* *fffff,****fffff,* ',,,,,•—
, •,Š,DirectPlay*ffff,,***ff**ff**

dwAddressSize

ffff *f* *f,***fff,***fff'ˆ,Ž',,*

DPNAME
typedef struct {
  DWORD

dwSi   LPSTR lpszShortNameA;

  };

  union {

```
LPWSTR lpszLongName;
    LPSTR  lpszLongNameA;
```

```
      };
} DPNAME,FAR *LPDPNAME;
```

ƒƒƒƒ,ƒƒ□ƒ,,,DirectPlayƒƒƒƒƒƒ,–'□•,Š,□
dwSize
DPNAME□'`,ƒƒƒ,ƒƒƒ'ˆ,Ž',,□ƒƒƒƒ□ƒƒƒ,DPNAME□'`,Ž—,,`,,,

dwFlags

の   **0**

lpszShortName and lpszLongName

Unicode
IDirectPlay2

lpszShortNameA and lpszLongNameA

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 guidApplicati**on;**
    DWORD dwMaxPlayers;
    DWORD dwCurr**entPlayers;**
    union {
       LPWST**R lpszSessionName;**
       LPSTR lpszSe

ssio*nNameA;*
  };
    union {
       LPWSTR lpszPassword;
       LPSTR lpszPasswordA;

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

IDirectPlay2$fffff,$*—,,,,,,‹ ,Š,
  DPSESSIONDESC ‘‘,IDirectPlay2fff $ffff$,,Ž—,,,,

dwSize
  DPSE*SSIONDESC2* ‘‘,fff,fff’ˆ,Ž’,, $ffff$ fff,DPSESSIONDESC2 ‘‘,
  Ž—,,‘,,,fff, ’,,,,,,,,,, ,,,,, ,ff ,,,

  dwFlags

  ˆ‰o,fff,‘, ,,

  DPSE**SSION_JOINDISABLED**

□,,$ffff$□fff,,,$fffff$,‰o,,,,,,,,,,□
DPOPEN_JOINfff,,,$fffff$□$ffffff$,ff□ff□ff□fŽ•Ž□GUID□,Ž’,,IDirectPl
ay2::Open   のの

DPSESSION_KEEPALIVE

                    DPSYS_SESSI**ONLOST** のの
                         DirectPlay の

DPSESSION_MIGRATEHOST

    のの
    のの

DPSESSION_NEWPLAYERSDISABLED

IDirectPlay2::CreatePlaye

の

DPSESSION_NODATAMESSAGES

IDirectPlay2::SetPlayerData   IDirectPlay2::SetGroupData
IDirectPl**ay2::SetPlayerName   IDirectPlay2::SetGroupName**

の

DPSESSION_NOMESSAGEID

IDirectPlay2::Receive

guidInstance

の **GUID**

guidApplication

□□□
ƒƒƒƒƒ□*ƒ,,,*□*',,*□*,,,,ƒƒƒƒ*□*ƒƒƒ,',,ƒƒƒƒƒ,━‹,,,,*□*,,*
*ƒƒƒ,***GUID_NULL,Ž',,**□

```
dwMaxPlayers
,,ƒƒƒƒƒ,‹,,,,□'ƒƒƒƒ□□
dwCurrentPlayers
,,ƒƒƒƒƒ,Œ□,ƒƒƒƒ□□
lpszSessionName and lpszPassword
```

fffff,-'‚fff⬚f‚Š,Unicode•Ž—,,ffff⬚,,fff,IDirectPlay2fff⬚ffff,Ž—
,,,,⬚⬚,,Ž—,,⬚

lpszSessionNameA and lpszPasswordA

fffff,-'‚fff⬚f‚Š,ANSI•Ž—,,ffff⬚,,fff,IDirectPlay2Afff⬚ffff,Ž—
,,,,⬚⬚,,Ž—,,⬚

dwReserved1 and dwReserved2

の

dwUser1, dwUser2, dwUser3, and dwUser4

IDirectPlay2::EnumSessions, IDirectPlay2::GetSessionDesc

xe "DPLMSG_GENERIC"§

DPLMSG_GENERIC

typedef struct {

  DWORD dwType;

} DPL_GENERIC, *LPDPLMSG_GENERIC;

ff   ffffff,ffff fffŠ,",,,ffff fff f,"— ''
dwType
Ž,Ž,,ffff fff f,Ž—,Ž•,,
DPLSYS_APPTERMINATED

IDirectPlayLobby::RunApplication,
    —, ffff fff,ŠŽ,,,,,•,

  DPLSYS_CONNECTIONSET**TINGSREAD**

  IDirectPlayLobby::RunApplicatio

  n*fff*   *fff,ŠŽ,,,,,•,*

  DPLSYS_DPLAYCONNECTFAILED

IDirectPlayLobby::RunApplication, $fffff$,,□

DPLSYS_DPLAYCONNECTSUCCEEDED

IDirectPlayLobby::RunApplication, $fffff$,   ,,',$ffff$ fff,Ž‰
,,, ",,,,, $fffff$,,Ž‰, Œ,,,,,,, $ffff$ fff,ŠŽ,,,,,•,

xe "DPMSG_ADDPLAYERTOGROUP"§
DPMSG_ADDPLAYERTOGROUP
t*ypedef struc*t{
    DWORD dwType;
    DPID dpIdGroup;
  DPID dpIdPlayer*;*
  *} DPMSG_ADDPLAYERT*O*GRO*U*P,*
  *LPDPMSG_*ADDPLAYERTOGROUP;

DPSYS_ADDPLAYERTOGROUP,,,DPSYS_DELETEP*LAYERFROMGRO*
UP f, •,Š, $ffff$, $ffff$,ff f,'‰
,,,   ,,,,,,,,,,,fff f,' ,,
dwType

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

$ffff$,'‰,,,   ,,,ff f,ff fID
dpIdPlayer

Ž',,,ff f,'‰,, ,,,Ž',,,ff f,,   ,,,$ffff$,$ffff$ID
*Ž   IDirectPlay2::AddPl*ayerToGroup,
IDirectPlay2::DeletePlayerFromGroup

xe "DPMSG_CREATEPLAYERORGROUP"§
DPMSG_*CREATEPLAYERORGROUP*
typedef struct{
   DWORD dwType;
   DWORD dwPlayerType;
   DPID   dpId;
   DWORD dwCurrentPlayers;
   LPVOID lpData;
   DWORD dwDataSize;

DPNAME dpnName;
} DPMSG_CREATEPLAYERORGROUP,
*LPDP**MSG_CREATEPLAYERORGROUP;**

DPSYS_CREATEPLAYERORGROUP □□□□□ □□□□

ƒ,*ƒ*,,DPSYS_CREATEPLAYERORGROUP,*ƒƒƒ*,, ,□

dwPlayerType

ƒƒƒ□*ƒ*,*ƒƒƒƒ*□DP□PLAYERTYPE_PLAYER□,*ƒƒ*□*ƒ*□DP□PLAYERTYPE_GROUP□,,,,,"−,,,,,ž,□

dpId
*ƒƒƒƒ*ID,*ƒƒ*□*ƒ*ID,,,,,□□,,,,,ž,□

dwCurrentPlayers
,,*ƒƒƒƒƒ*,,Œ□,*ƒƒƒƒ*,,,*ƒƒ*□*ƒ*,□□,,,,'‰,,,,,,Š,□

lpData
,,*ƒƒƒƒ*,,,*ƒƒ*□*ƒ*,Š˜•,,,,□*ƒƒƒƒ*□*ƒƒƒ*Œ−,*ƒƒ*□*ƒ*□*ƒ*,,*ƒƒƒƒ*□
,,*ƒƒƒ*□,NULL,,,,□*ƒƒ*□*ƒ*□*ƒ*,,,□

dwDataSize
lpData

dpnName

IDirectPlay2::CreateGroup, IDirectPlay2::CreatePlayer

xe "DPMSG_DELETEPLAYERFROMGROUP"§
DPMSG_DELETEPLAYERFROMGROUP
typedef DPMSG_AD

DPLAYERTOGROUP   DMSG_DELETEPLAYER**FROMGROUP;**

typedef DPMSG_DELETEPLAYERFROMGRO**UP
*LPDPMSG_DELETEPLAYERFROMGROUP;**

DPSY

S_D*ELETEPLAYERFROMGROUP*   ∅   ∅
,,,,,DPMSG_ADDPLAYERTOGROUP ‘',Ž ,,,,

xe "DPMSG_DESTROYPLAYE**RORGROUP"§**
DPMSG_DESTROYPLAYERORGROUP
typedef struct{

```
D WORD  dwType;
    DWORD dwPlayerType;

    DPID  dpId;

    LPVOID lpLocalData;

DWORD  dwLocalDataSize;
    LPVOID lpRemoteData;

DWORD  dwRemoteDataSize;
} DPMSG_DESTROYPLAYERORGROUP,
*LPDPMSG_DESTROYPLAYERORGROUP;
```

DPSYS_DESTROYPLAYERORGROUP の
の

dwType

□□□□□□

□•

,YER□,*ƒƒ*□*ƒ*□DPPLAYERTYPE_GROUP□,,,,,"—,,,,,Ž,□

dpId

*ƒƒƒƒ*ID,*ƒƒ*□*ƒ*ID,,,,,□□,,,,,ž,□
lpLocalData
,,*ƒƒƒƒ*,,,,*ƒƒ*□*ƒ*,Š˜•,,,,,*ƒ*□*ƒƒ*□*ƒ*□*ƒ*,,*ƒƒƒƒ*□
dwLocalDataSize
ƒ□*ƒƒ*□*ƒ*□*ƒ*,*ƒƒƒ*□
lpRemoteData
,,*ƒƒƒƒ*,,,,*ƒƒ*□*ƒ*,Š˜•,,,,,*ƒƒ*□*ƒ*□*ƒ*□*ƒ*,,*ƒƒƒƒ*□
dwRemoteDataSize
ƒƒ□*ƒ*□*ƒ*□*ƒ*,*ƒƒƒ*□
Ž□□IDirectPlay2::DestroyGroup, IDirectPlay2::DestroyPlayer

xe "DPMSG_GENERIC"§
DPMSG_GENERIC
typedef struct{
    DWORD dwType;

} DPMSG_GENERIC, *LPDPMSG_GENERIC;

dwType

の

lpidFrom *fff   f,,,,Ž,,,',DPID_SYSMSG,",,,,   ,,–',fff   f   f   f*,DPMS
G_GENERICŒ,*ffff, Ž*,dwType,',Š,,,ˆŒ, —, , *fff   f*,Ž—
,Œ',,,, ˆŒ, —,,,, fff   f,Š',ffff*

fff   f,,,,,ffff,,,,,,,,

xe "DPM**SG_HOST"§**

DPMSG_HOST

typedef DPMSG_GENERIC   **DPMSG_HOST;**

typedef DPMSG_HOST   *LPDPMS

G_HO*ST;*

∅∅
         f， ,,,,,ffff,'   ,,,

xe "DPMSG_SESSIONLOST"§

DPMSG_SESSIONL**OST**

typdef DPMSG_GENERIC   DPMSG_SESSIONLOST;

typedef DPMSG_SESSIONLOST   *LPDPMSG_SESSIONLOST;

fffff',',,,,,ffff,, ',Ž,,,, DirectPlay,,,,,,fff   f,   ,
         ff   f   ffff,fff   f,',,,,,,,, ,,, fffff,Ž,,,Ž",,,,,f   f,,,—
Œ,,, ,,fff   f*,Ž,Ž,,, ffff   fff,',,,•‹, —,,,,,,,

xe *"DPMSG_SETPLAYEROR*GROUPDATA"§

DPMSG_SETPLAYERORGROUPDATA

typede*f struct {*
     DWORD dwType;

     DWORD dwPlayerType;

   DPID   *dpId;*

  LPVOID lpData;

  DWORD dw**DataSize;**

} DPMSG_SETPLAYERORGROUPDATA, *LPDPMSG_SETPLAYERORGROUPDORGROUPDATA,,,□

dwPlayerType

ƒƒƒ□ƒ,ƒƒƒƒ□DPPLAYERTYPE_PLAYER□,ƒƒ□ƒ□DPPLAYERTYPE_GROUP□,,,,,"−,,,,,Ž,□

dpId
ƒ□ƒ,•□,,,ƒƒƒƒID,,,,ƒƒ□ƒ ID□

lpData
ƒ□ƒ,ƒƒƒƒ□ƒƒƒ"−ƒ□ƒ□ƒƒƒƒ,,ƒƒƒƒ□

dwDataSize
lpData ,,,,Ž□,,,ƒƒƒƒ,Š,ƒ□ƒ,ƒƒƒ□
ƒƒƒƒ,□ƒƒƒƒ□ƒƒƒ,ƒƒ□ƒ□ƒƒƒƒ,ƒƒ□ƒ□ƒƒ□ƒ,ƒ□ƒ,•□,,,,,,,ƒƒƒ□ƒ,
　'□,,□ƒƒƒƒ□ƒƒƒ,,,ƒƒƒ□ƒ,,,,ƒ□ƒ,•`,,•−
　,,,□IDirectPlay2::GetGroupData   IDirectPlay2::GetPlayerData
            DPGET_REMOTE   , ,,,,ƒ ƒ,Ž,−
　,,,,,,, DPSESSION_NODATAMESSAGESƒƒƒ,Ž',,,,,ƒƒƒƒƒ,, ,,ƒƒƒ ƒ,
　,,,,

Ž   IDirectPlay2::GetGroupData, IDirectPlay2::GetPlayerDa

ta, IDirectPlay2::SetGroup Data, **IDirectPlay2::SetPlayerData**

xe **"DPMSG_SETP**LAYERO**RGROUPNAME"**§

DPMSG_SETPLAYERORGROUPNAME

typ**edef struct {**

DWORD dwType;

DWORD **dwPlayerType;**

DPID dpId;

DPNAM

E dp*nName;*
　} *DPMSG_SETPLAYERORGROUPNAME,*
　**LPDPMS*G_SETPLAYERORGROUPNAME;

DPSYS_SETPLAYERORGROUPNAME*ƒƒƒƒ ƒƒƒ ƒ, •,Š,*

dwType

*ƒƒƒ ƒ,Ž•,, ,,ƒƒƒ,,,,***DPSYS_SETPLA**YERORGROUPNAME,,,
dwP*layerType*

　DPPLAYERTYPE_PLAYER□,*ƒƒ□ƒ*□DPPLAYERTYPE_GROUP*P∅*

　dpId

−'.• ,,,ƒƒƒƒID,,,,ƒƒ ƒID

dpnName

ame,,,IDirectPlay2::GetPlayerNameƒƒƒƒ,Ž—,,,□,,,ƒ□ƒ,Ž,–
,,,,,,,□DPSESSION_NODATAMESSAGESƒƒƒ,ž',,,,,,ƒƒƒƒƒ,,□,,ƒƒƒ□ƒ,□□,,,,,□
Ž□□IDirectPlay2::GetGroupName, IDirectPlay2::GetPlayerName,
IDirectPlay2::SetGroupName, IDirectPlay2::SetPlayerName
•'
ƒƒ□ ,•,',•,,□•□,',
IDirectPlay2   IDirectPlayLobby

CLASS_E_NOAGGREGATION

 Di**rectPlayCreate   DirectPlayLobbyCreate   IDirectPlayLobby::Connect**
pUnkOuter   NULL の

DP_OK

DPERR_ACCESSDENIED

DPERR_ACTIVEPLAYERS

DPERR_ALREADYINITIALIZED

,,ƒƒƒƒƒƒ,,,, Š‰,,,,,

DPERR_APPNOTSTARTED

,,ffff fff,,,ŠŽ,,,,,,

DPERR_BUFFERTOOLARGE

f f ffff,',
* ,,,,, Š",,,,,,,,,,*

DPERR_BUFFERTOOSMALL

DPERR_CANTADDPLAYER *—,,,,ffff, —‹,,f f,Ž—,,,, •,',,,,,,*

ffff,fffff,'‰,,,,

DPERR_BUSY

DirectPlay*fff f ff ,,,,,,,,*

DPERR_CANTCREATEGROUP

,,ff f,   ,,,,

DP**ERR_CANTCREATEPLAYER**

,,ffff,   ,,,,

DPERR_CANTCREATEPROCESS

*ffff fff,*Ž

,,,

*DPERR_CANT*CREATESESSION

,,fffff,   ,,,,

DPERR_CAPSNOTAVAILABLEYET

DirectPlay*ffffff,"—,,,Œ',,,,,, ,,ff , Ž—‰",fff•,',ŽŠ,Œ',f fff,•—*
*, '•Ž ,*DirectPlay*ffffff,fffffff,,,,,   ," ,,,,,,,*

DPERR_EXCEPTION

—‹, —,,,,,—Š," ,,

DPERR_GENERIC

'‹,,,,,,ff , ','" ,,

DPERR_INVALIDFLAGS

Š ,",,,fff,–Œ,,,

D**PERR_INVALIDINTERFACE**

fff ffff,fff f,–Œ,,,

DPERR_INVALIDOBJECT

DirectPl*ay*   ∅   ,,,

DPERR_INVALIDPARAMS

Š ,",,,,,,ˆ ,*fff* *f*,–Œ,,,

DPERR_INVALIDPLAYER

*ffff*ID, ,,*f* *f* *fffff*,—Œ,*ffff*ID,,,"Ž,,,,

DPERR_*NOCAPS*

DirectPlay,Ž,,,,,,,' *fff*, ,,Š ,,Ž ,,,,

DPERR_NOCONNECTION

' *fff*,Š—,,,,,,

DPER*R*_*NOINTERFACE*

⊘   *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

の

D**PERR_PLAYERLOST**

DPERR_SENDTOOBIG

*ID*irectP**lay2::Send**

DPERR_SESSIONLOST

の

DPERR_TIMEOUT

DPERR_UNAVAILABLE

DPERR_UNKNOWRCANCEL

IDirectPlay2::Open*ƒƒƒƒ*Œ,‚„"',□□'*ƒƒƒƒ,ƒ*□*ƒ*,,,,*ƒƒƒƒƒ*,,,□