

μ¥»+;°ïÖúÖ÷là;±¼´¿É³öïÖ°ïÖúÖ÷làÁÐ±í;£

DirectX Öiŋŋi¹¼³⁴ß

Microsoft(R) DirectX(R) Öiŋŋi¹¼³⁴ßÄµµ°üÄ¨ÒÖiÄÖ÷là£º

- ¹ØÓÚ DirectX Öiŋŋi¹¼³⁴ß
- ×çÖâÉÁî
- ²âÉÖ DirectX ×é¼³
- É;´úÄ-ÉiÐÐi²
- »¹Öçŋŋi¹³iÐò
- ±f´æÐÁiç
- ±¨æiÉiâ

1ØÓÚ DirectX ÖïŋĪ¹κ¾β

DirectX(R) ÖïŋĪ¹κ¾βÓÃÓÚĪðÓÃ»§Īá¹©ĪμĪ³ÖÐ Microsoft(R) DirectX ÓĪÓÃ³ĪÐð±à³Ī½Ó¿ÚᵠÍÇÝŋĪ³ĪÐðμÃÐÃĪç
£¬²çÄÜ¹»²âÊÖÉùððᵠĪ¼ÐĪÊä³ö;£Ī¬Ê±»¹¿ÉÒÓÃÓÚ½ûÓÃ³Ð©Ó²¼p¼ÓËÜ¹ĪÄÜ;£

¿ÉÒÓÊ¹ÓÃ´Ê¹κ¾βÊÖ¼¬ÐÃĪç£¬ÒÓ±ãÓÚĪ´ðÖ§³Öμç»°Ê±Īá¹©, ØĪà¹Ø¼¼ÊðÊËÖ±£¬»¹¿ÉÒÓ±£
´æÊ¹ÓÃ, Ā¹κ¾βÊÖ¼¬μ½μÃÐÃĪç²ç½«ÆäÖ³Īùμ½μç×ÓÓÊ¼pÖÐ;£

ÐÃĪç·ÖŋĪàÒ³ĪÖÊ³¼;£Ê¹ÓÃÒÖĪÃ³ÖÖ·½, ´¿ÉÒÓ·Ö³£ᵠ

- μ¥»÷²»Ī¬μÃŊĪĪ¿´Ī;£
- μ¥»÷Ī°ĪÃÖ»Ö³;±°´Ã¥;£
- μ±ÊäÊë½¹μä¼¬ÖÐÓÚÃ³, öŊĪĪ¿´ÊĪÊ±£¬¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓ¼ýĪ·¼ü;£

×çÖâ

- ĪÖ¿´ÄÜ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜÊÇ½üËÆÖμ;£

È;´úĀ-ÈĪĐĐĪº

ÔÚĪµĪ³ÉĪ²×ºµĀĀ;_ōĪŌÈ¾Ēè±_µĀĪ;°ĪŌÈ¾;±Ō³ŌĐĒ-µŸ»÷;º½ŭŌĀ;±º´ĀŸĒ-½ŭŌĀ DirectDraw »ð
Direct3D Ō²¼p¼ŌÈŪĒ´Ēç¹ŭŌĐ¼ŌÈŪ¹ĀŪµĀ»ºĒ©;Ē½ŭŌĀ¼ŌÈŪŌ®ºóĒ-¼ŌÈŪ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼βºóŌĀĒ»±
Ē³Ō½ŭŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐŞ;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈŪĒ-ÇĒµŸ»÷;ºĒĒŌĀ;±º´ĀŸ;Ē

×çŌā

- ½ŭŌĀ DirectDraw ¼ŌÈŪ½«Ī-Ē±½ŭŌĀ Direct3D ¼ŌÈŪ;Ē

Ō²;ĒŌŌÈ;´úŌÉ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒèŌĀµĀ¼āĒŌĒ±Ē
çĐĀĒµĀĒĒ;ĒŌ»ŌĐŌŪĀ³ĐŌŌ;ŌĀ³ĪĐð³ŌĪŌÈ¾¼ĪĪĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒèŌĀĀĒĪĪĐŞµĀĒ
çĐĀĒµĀĒĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒèŌĀÈ;´úĒçĐĀĒµĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-µŸ»÷;ºOverride;±º´ĀŸ;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ū;Ōñ±à¼çð²çĪ²¼āĒŌĒ±¼ŭĒĒŌĐĐŞµĀĒ
çĐĀĒµĀĒĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

► Ē;ĪŭÈ;´úĒçĐĀĒµĀĒĒ-²çŌĒĐĪ DirectDraw Ō;ŌĀ³ĪĐð×ŌĐĐĒèŌĀĒ çĐĀĒµĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-µŸ»÷;ºOverride;±º´ĀŸ;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ū;Ōñ;ºĀ-ĒĪŌµ;±Ū;Īº´ĀŸ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Ōïŋİ¹κ³/₄ßÔÊĐíÓÄ»§»¹Ō-
½İŌçμÄÖðÆμóÍÉÓÆμÇýŋ⁻³İĐò;£ŌâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò»¼æÈÝÍÊlà×îºÄμÄ°ì.``;£
Ëç¹ú;°Still Stuck?;±ÊðĐŌŌ³Éİ³öİŌ;°Restore;±°'Ä¥£¬Ōð;ÉŌŌμ¥»÷'Ë°'Ä¥ŌËĐĐ DirectX °²×°³İĐò;£
DirectX °²×°³İĐòÓĐÁ½,ö°'Ä¥£¬¼'ı°Restore Audio Drivers;±óı°Restore Display Drivers;±
;£μ¥»÷ÆäÖĐËİŌ»°'Ä¥ŋ¼¼½«»¹ŌŌÚİμİ³ŌĐ°²×° DirectX Ê±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,ö°'Ä¥
±»½úŌÄ£¬Ōð±İÄ÷Ä»ÓĐ;ÉŌŌ»¹ŌμÄÇýŋ⁻³İĐò;£Ōöμ½ŌâŌŌÇé;öË±
£¬ŌıŌëŌ²/₄p³§ÉİÄ³İμ£¬ŌŌ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX °²×°³İĐò»İá¹©Ō»ıöŌÄÓÚ½úŌÄ D3D Ó²/₄p¼ŌËÛμÄ,
'Ñ;ıð£¬Ō²ĐíÄúı¹ýŌïŋİ¹κ³/₄ßŋŌ»°;đòŌŊİé³É'Ëİ¹/₂úŌÄ;££⁻²İ¼ú Èı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

ÓÐÁ½ÖÖ·½·"¿ÉÒÔ±f'æ DirectX Öïŋĭ¹¼ßÊÖ¼µĀÐĀĭçƒº

- µŕ»÷ĵ°±f'æËùÓÐÐĀĭç;±°'Āŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓĀ»§ËùŊĭĭ»ÖĀ°ĀĀû³ÆµĀĀ¼pĀĭ;ƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀĭª·çĒĭ°æ±¼µĀËĭ¼pĭª·çÖßƒ¬Ôð¿ÉÒÔƒº

- ÓÚĵ°Still Stuck?ĵ±Ö³Ēĭƒ¬µŕ»÷ĵ°±"æĵ±ƒ¬½«³öĬĵ°'ĭó±"æÐĀĭçĵ±ŋŌ»°¿ò;ƒËäËËËùÓÐ±ØÖªËý³¼Yƒ¬µŕ»÷ĵ°·çĒĭ;±ĵƒ½«ÓÚĀÚÊ±Ā¿Ā¼ƒ"ĀýËçƒ¬C:\Windows\Tempƒ©ÖÐ'½"Ö»öĀĀĭª Dxinfo.txt µĀĀ±³¼Ā¼pƒ¬ĭ¬Ë±ĬÖË³¼ÓÚ¼ÇËĀ±¾°¿ÚÖÐĵƒ'ËĀ¼p²»½ö°üº¬²ÉÓĀËĭËö·½·"ÊÖ¼µĀÐĀĭçƒ¬»¹°üº¬ËùËäËËµĀ,öËËÐĀĭç°ĭÆäËËÐĀĭç;ƒ

±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX xé¼p»ðçýŋ~³ĪĐðÓĐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀāĪμ£~²Ī¼û
Microsoft(R) Windows(R) °ĪŌúμĀŌÉĀŊ½â´ð£©;£ŋŌŌŪÊ¹ŌĀ,ĀŌĪŋĪ¹π¾βμĀ¿â·çĒĪ°æ±¾½ØĐĐĒĒ¼p¿â·
çμĀĒĒŌ±£¬;ĒŌŌĪ~¹ýμç×ŌŌÊ¼p±",æîÊîâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹π¾βμĀ¿â·çĒĪ°æ±¾½;£²ç²»ĒĒŌĀŌŪĒŪŌĐŌĀ»§;£

► Ī~¹ýμç×ŌŌÊ¼p±",æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌĐμ¥»÷;°±",æ;±;£
2. ĪĪĐ´;°´ĪŌ±",æĐĀĪç;±ŋŌ»°;¿ðμĀĒŪŌĐĪà¹Ø²¿·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒŪ
´½"μĀĪĀ±¾ĪĀ¼pμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌÊ¼pμŌŌ·;£çĒ¼çĪĀμç×ŌŌÊ¼pμŌŌ·;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĀ¼p½«±»°¼çĒĀ±¾;±´ð¿;£
4. ´Ō;°¼çĒĀ±¾;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°´ŌÆ;±£¬½«Ē¿ĪĀŪĒŸ,
´ŌÆμ½¼ðĪŪ°âŌĐ;£
5. ŌŪŌÊ¼p³ĪĐðĀĪ´½"ĐĀŌÊ¼p£¬¬²ç½«¼ðĪŪ°âμĀĀŪĒŸŌ³ĪŪμ½ŌÊ¼pŌĐ;£°´μŪ 3 ²½ŌĐ¼çĪĀμĀμŌŌ·
çĒĪŌÊ¼p;£

