

μ¥»+;°ïÖúÖ÷là;±¼´¿É³ðïÖ°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»²âÊÔÉùððᵠĪ¼ÐĪÊä³ö;£Ī¬Ê±»¹¿ÉÒÓÃÓÚ½ûÓÃ³Ð©Ó²¼p¼ÓËÜ¹ĪÄÜ;£

¿ÉÒÔÊ¹ÓÃ´Ê¹κ¾βÊÔ¼¬ÐÃĪç£¬ÒÔ±ãÔÚĪ´ðÖ§³Öμç»°Ê±Īá¹©, ØĪà¹Ø¼¼ÊðÊËÔ±£¬»¹¿ÉÒÔ±£
´æÊ¹ÓÃ, Ī¹κ¾βÊÔ¼¬μ½μÃÐÃĪç²ç½«ÆäÔ³Īùμ½μç×ÓÓÊ¼pÖÐ;£

ÐÃĪç·ÖŋĪàÒ³ĪÔÊ³¼;£Ê¹ÓÃÒÔĪÃ³ÖÖ·½, ´¿ÉÒÔ·Ô³£ᵠ

- μ¥»÷²»Ī¬μÃŊĪĪ¿Ī´Ī;£
- μ¥»÷Ī°ĪÃÓ»Ô³;±°´Ã¥Ī£
- μ±ÊäÊë½¹μä¼¬ÖÐÓÚÃ³, öŊĪĪ¿Ī´ÊĪ±£¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓ¼ýĪ·¼ü;£

×çÔâ

- ĪÔ¿Ī´ÁÚ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜËÇ½üËÆÖμĪ£

È;´úĀ-ĒĪĐĐĪº

ÓÚĪμĪÉÍº²×ºμĀĀ;_ōĪŌĒ¾Ēè±_μĀ;_ōĪŌĒ¾;±Ō³ŌĐĒ-μ¥»÷;º½úŌĀ;±º´Ā¥Ē-½úŌĀ DirectDraw »ð
Direct3D Ó²¼p¼ŌĒÛĒ´Ēç¹úŌĐ¼ŌĒÛ¼ĀŪμĀ»ºĒ©;Ē½úŌĀ¼ŌĒÛŌ®ºóĒ-¼ŌĒÛ¼ĀŪŌŪ¹Ō±Ō DirectX
Ō;ġĪ¹¼βºóŌĀĒ»±
Ē³Ō½úŌĀĒ-ÇŌġŌĒĪŌ;ŌĀ³ĪĐðġ¼ĪĪĐ§;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌĒÛĒ-ÇĒμ¥»÷;ºĒĒŌĀ;±º´Ā¥;Ē

×çŌā

- ½úŌĀ DirectDraw ¼ŌĒÛ¼ĀŪŌĀĪ-Ē±½úŌĀ Direct3D ¼ŌĒÛ;Ē

Ō²;ĒŌŌĒ;´úŌĒ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒĒŌĀ¼āĒŌĒ±Ē
çĐĀĒμĀĒĒ;ĒŌ»ŌĐŌŪĀ³ĐŌŌ;ŌĀ³ĪĐð³ŌĪŌĒ¾ĪĒĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒĒŌĀĒĪĪĐ§μĀĒ
çĐĀĒμĀĒĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒèŌĀĒ;´úĒçĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μ¥»÷;ºOverride;±º´Ā¥;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ġŌ»º;çðĒ-Ū;Ōñ±à¼çð²çĪ¼āĒĒŌĒ±¼ūĒĒŌĐĐ§μĀĒ
çĐĀĒμĀĒĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´Ā¥½«±»×ŌġŪŪ;ŌĐ;Ē
3. μ¥»÷;ºĒ·ġ;±;Ē

► Ē;ĪūĒ;´úĒçĐĀĒμĀĒĒ-²çŌĒĒĪ DirectDraw Ō;ŌĀ³ĪĐð×ŌĐĐĒèŌĀĒ çĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μ¥»÷;ºOverride;±º´Ā¥;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ġŌ»º;çðĒ-Ū;Ōñ;ºĀ-ĒĪŌμ;±Ū;Īº´Ā¥;Ē
3. μ¥»÷;ºĒ·ġ;±;Ē

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Ōïŋİ¹κ³/₄ßÔÊĐíÓÄ»§»¹Ô-
½İŌçμÄÖðÆμóÍÉÓÆμÇýŋ⁻³İĐò;£ŌâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò²»¼æÈÝÍÊİà×İ^ºÄμÄ^ºİ[·]İ;£
Ëç¹ú;ºStill Stuck?;±ÊðĐŌŌ³Éİ³öİ^ºRestore;±º'Ä¥£¬Ōð;ÉŌŌμ¥»÷'Ëº'Ä¥ŌËĐĐ DirectX ^{º2}×^{º3}İĐò;£
DirectX ^{º2}×^{º3}İĐòÓĐÁ½,öº'Ä¥£¬¼'İ^ºRestore Audio Drivers;±ºÍ^ºRestore Display Drivers;±
İ;£μ¥»÷ÆäÖĐËİŌ»º'Ä¥ŋ¼¼½«»¹ŌŌÚİμİ³ŌĐ^{º2}×º DirectX È±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,öº'Ä¥
±»½úŌÄ£¬Ōð±İÄ÷Ä»ÓĐ;ÉŌŌ»¹ŌμÄÇýŋ⁻³İĐò;£Ōöμ½ŌâŌŌÇé;öË±
£¬Ō;ŌëŌ²/₄p³§ÉİÄ³İμ£¬ŌŌ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX ^{º2}×^{º3}İĐò»İá¹©Ō»_ıöŌÄÓÚ½úŌÄ D3D Ó²/₄p¼ŌËÛμÄ_ı
'Ŋ;ı;ð£¬Ō²ĐíÄúİ¹ýŌïŋİ¹κ³/₄ßŋŌ»º;ðŌŊİê³É'Ëİ¹/₂úŌÄ;££⁻²İ¼ú È;ı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

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

- µŸ»÷j°±f'æËùÓÐÐĀĭç;±°'ÁŸ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓÁ»§ËùŊĭĭ»ÖĀ°ĪĀû³ÆµĀĪĀ¼pĀĭ;ƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀĭ;ç·çÉĭ°æ±¼µĀËĭ¼pĭ;ç·çÖßƒ→Ôð¿ÉÒÔƒº

- ÓÚĭ°Still Stuck?;±Ö³Éĭƒ→µŸ»÷j°±"æ;±ƒ→½«³öĪĭ°'Īó±"æÐĀĭç
;±ŋŌ»°¿ò;ƒËäËËËùÓÐ±ØÖ³Ëý¼Yƒ→µŸ»÷j°·çÉĭ;±;ƒ½«ÓÚÁÚÊ±Ā;Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀúª Dxinfo.txt µĀĪĀ±¼ĪĀ¼pƒ→ĭ→Ë±ĪÖË¼ÓÚ¼ÇËĀ±¼°¿ÚÖÐ;ƒ
'ËĪ¼p²»½ð°üº→²ÉÓĀËĭËö·½·"ÊÖ¼µĀÐĀĭçƒ→»¹°üº→ËùËäËËµĀ,öËËÐĀĭç°ĪÆäËËÐĀĭç;ƒ

±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÖë DirectX ×é¼þ»ðçýŋĪ³ĪððÓĐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£ĪĪ¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;â·çĒĪ°æ±¾¼½ØĐĐĒ¼þ;â·
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼þ±",æîÊĪâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼¼βμĀ;â·çĒĪ°æ±¾¼;£²ç²»ĒĒŌĀŌŪĒùŌĐŌĀ»§;£

► ĪĪ¹ýμç×ŌŌÊ¼þ±",æîÊĪâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌĐμ¥»÷;°±",æ;±;£
2. ĪĪĐ´;°´ĪŌ±",æĐĀĪç;±ŋŌ»°;ðμĀĒùŌĐĪà¹Ø²;·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒù
´½"μĀĪĀ±¾¼Ī¼þμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌÊ¼þμŌŌ;£çĒ¼çĪĀμç×ŌŌÊ¼þμŌŌ;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼þ½«±»°¼çĒĀ±¾¼;±´ð;â;£
4. ´Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōŋ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōŋ;°´ŌÆ;±£¬½«Ē»ĪĀŪĒŸ,
´ŌÆμ½¼ðĪù°âŌĐ;£
5. ŌŪŌÊ¼þ³ĪĐðĀĪ´½"ĐĀŌÊ¼þ£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ½ŌÊ¼þŌĐ;£°´μŪ 3 ²½ŌĐ¼çĪĀμĀμŌŌ·
çĒĪŌÊ¼þ;£

