

{¹¿í¶µ¥î©ó¶}±Ò©îÃö³¬Ãä½tÃú¤Æ½ÒÀÀ¥\`à;C

Direct3D «ü©w”ã D3D µwÅé¥[³t”à¤O¤¤Åä¥Ü¤¹¤¶±¥dÀ³,Ó¥i¥H°õ|æ³»ÂIÃú¤Æ©îÃä½tÃú¤Æ;C!³”Ç¹CÀ,µL¤k¥
¿½T|a¬d,ß D3D µwÅé®Ä”à;A;ý¬O«o»ÝnÃä½tÃú¤Æ¤ä’©;C¿i³Üi¹¿í¶µ±N¥i¥H½T«O¤z¤¤ NVidia i¡§i³B²z³/4¹¥i¥H¥
¿½T°õ|æ;¹Ãþ¹CÀ,;C

³o”C{í¶μ®e³\±z±±”îÅX°Êμ{;i³o¥·Æ³B²z¥\`à;C
¥·Æ³B²z¬O¤@ºØ¥í©ó”í 3D ª«¥óÃä½t¥·Æ¥H@ø°f÷³/4!º¬¥~Æ[ºø§þ³N;C¹/2Ð²`·N;A±Ø°Ê¥·Æ³B²z”Ã¤f·|”í©Ø!³
Direct3D μ{;i;ÜºÊ’yÃ,¥·Æ³B²z<áºº¹/4v¹³;C¥·Æ³B²z¥²¶·;bÃ³¥íμ{;i¤ä’© @É¤~`¤u§@;C

® e³\±zj³/Ü¥·Æ³B²z"ú½È¤è!;i;C
±z¥i¥H!b'£"Ñ³|§Ö¤¤À³¥¡µ{!;®Ä"à»P'yÃ_³}·¡«~½è¹/₄v¹³¤§¶;½Ö³/₄å³]©wÈ;C

® e³\±zj³4Ü¹§j³B²z³⁴¹© Ø¥†aø;ÛºE³B²z MIP ¶K¹j³øæ;||;C
±z¥i¥Hj³4ÜÀù½u©È©ÍæT½u©È MIP ¶K¹j³B²zæ;||;AÀù½u©Èæ!j³q±`¥i¥H
'£"Ñ§ó;n³o®À~à;A|ØæT½u©Èæ!;«h³q±`¥i¥H'£"Ñ§ó°²<~½è³o¹/₄v¹³;C

®, e³ ± z/2Ö^{3/4} ä MIP ¶K¹ë² LOD_i ð² Ö« x; ^^{3/4} ® t; C
„ÙSC^{20 3/4} ® t±N· | 'E"ÑSö!n^{20 1/4}v¹³ « ~½è; A; Ö, Ù^oa^{20 3/4} ® t<« h· |
| 'E^oA³ ï| ì{; i²⁰ Ä- à; C±z² ï| ¥H| b; u³ "l^{1/4}v¹³ « ~½è; v²P| u³ "l^o Ä- à; i²⁰ Ø¹w³] ^{3/4} ® tÈ²Ø¶i²æj^{3/4} Ü; C

³O^{1/4}Ë°µ¥i¥HÅÝ¹ï§¹B²Z^{3/4}¹¥R¤À;a±N«ü©w^{1/4}Æ¶q^{2@}“t²î°O^{3/4}ÐÅé¥î©ó§÷½è¶K¹ïÀx|s^oï]Åã¥Ü^{3/4}¹¤¶±¥d¥»”-
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µù;G ¥i«O^-d¥î©ó§÷½è¶K¹ïÀx|s^oï^{2@}“t²î°O^{3/4}ÐÅé³ïxj®e¶q;A→O®Ú^{3/4}Ú±z¹q,£¤W!w,Ë^{2@1}êÅé RAM ®e¶q”Ó-
p⁰â^{2@}iC“t²î RAM ¶V¤j;A±z¥i¥H³]©w^{2@}È’N¶V¤j;C

{¹³}©wÈ”Å¤£·|½vÅT°t³Æ AGP Åã¥Ü^{3/4}¹¤¶±¥d^{2@}“t²î;C

±z^{ao} NVidia i^jSi³B²z^{3/4}1¥i¥H^jÜ^oÈ³B²z MIP ¶Kⁱï;A¥H^f^o¶x¬y±Æ^a§÷½è¶Kⁱ¶C^oe®Ä²v^jA[”]À[’]F[”]N§ó^oaaøÀ³¥lµ{;j®Ä⁻à;C[;]
;ý-O[;]A¤@“ÇÀ³¥lµ{;j¥i⁻àµL^ak^jb[;]Ü^oÈ²F^{¥i^{ao}} MIP ¶Kⁱ±Ö^oÈ[®]É²¥^j½TÀ^a¥Ü^j;Cn§ó¥^j³o[”]Ç°ÝÄD^jA^½D[’]ì¤Ö[;]Ü^oÈ²F^{¥i^{ao}} MIP
¶Kⁱµ¥⁻À^{ao}!;^½Æ[;]A^½”i^½v¹³¥i¥H^j½TÀ^a¥Ü^j¤[;]C[;]ì¤Ö[;]MIP ¶Kⁱµ¥⁻À^{ao}!;^½Æ[;]q[±] `¥i¥H[®]ø[°]F§÷½è¶Kⁱ¡^{ao}¤
F[”]i[»]©[;]ì[;]uµe±½¹µö[;]v^{ao}ºÝÄD^j];;ý¬O³o^½È«o·|°§C¤@“Ç®Ä⁻à^j^^jC[;]

|¹¿¶μ®e³\ "¡¥í¤T½u©Ê MIP ¶K¹»½|â;C

®e³\ MIP ¶K¹»½|â±N¥i¥H'f°¤À³¥íµ{|;¤@Ä¬à;A|ý¬O«o·|°§Cx@°Ç¼v¹³«~½è;C|b¬Y"Ç±;¤p¤U;A¼v¹³«~½è¤@¥
¢"Ã¤£®e©ö¹Ä±;A|]¹±z¥í¬à·|§Æ±æ³z¹L±Ö°Èí¹¥í¬à"Ó"ú±oÃB¥~¤@Ä¬à;C

|¹ž|¶|μ|¥|¥H|b¥|b|Ã¹õ¤ OpenGL Â³¥|μ{|;|;¤¤±ÒºÊÂ½¶¥|¬à;|Aºo½Ë¥|¬à·|’£°¤@Ä¬à;|C|p¤GÃº¤¬|¹ž|¶|μ|AOpenGL ±N·|’|¥|;|¤, °|¶|ô|C°e”Ó±N, ê@Æ±q|±½w½Ä°|A½Åà”ì«e±½w½Ä°ï;C

¡¹¿í¶µ¥í¥H±j”íÅX°Êµ{¡¡;bÂ½¶«áµ¥«Ý VBlank °T,¹;C

Ãö³¬¡¹¿í¶µ¥í¥H@e³\í®Ø³t²v°¤©óÅä¥Ü³/4¹¤¤ó·s²v;A¡ý¬O³o¹/4Ë¥í¬à·|²f¥íµøÄ±°Æ§@¥í©Mµe±¹/4¹µö¤¤ºÝÃD;A±q!Ó-
¤§C¤F¹/4v¹³¤~½è;C±Ò°Ê¡¹¿í¶µ«h¥í¥H”íÅX°Êµ{¡¡µ¥«Ý VBlank °T,¹;C

±z¤wÀx|s¤o;Üq³]©wÈ;]©î;u½Ö¾ãÈ;v;^²M³æ;C;ï¾Ü!¹²M³æ¤¤¤@Ó¶µ¥Ø±N·|±Ö°È³]©wÈ;Cn®M¥¡³]©w-
È;A½Ð;ï¾Ü;u½T©w;v©î;u®M¥î;v«ö¶s;C

® e³\±z±N¥Ø«e³]©wÈ;]¥]-A¡uDirect3D - ¶i¶¥¡v¹¡_Ü¤è¶ô¤¤¤³]©wÈ;^Àx¡s¬°;Ûq;u½Ö³/æÈ;v;C¤wÀx¡s¤¤³]©wÈ±N·|·s½W“¡-Û³/4F¤¤²M³æ¤W;C

|b§ä“¡-S©w Direct3D ªCÀ,¤¤³¡“¡³]©wÈ¤¤«á;A½Ð±N³]©wÈÀx¡s¬°;Ûq½Ö³/æÈ;C³o½È±z‘N¥i¥H;b±Ð°È¹CÀ,¤¤«e“³t²Ö¤A Direct3D;A|ÓµL»Ý¤À¤O³]©w“CÓ¡¶¶µ;C

® e³\±z±N¥Ø«e³]©wÈÀx{ s¬°; Üq; u½Ø¾åÈ; v; C¤wÀx{ s¤¤³]©wÈ±N·|·s¼W"i¬Ü¾F¤¤²M³æ¤W; C
¡b§ä"i~S©w OpenGL À³¥îµ{¡;¤¤³|~³]©wÈ¤¤«á; A½¤¤N³]©wÈÀx{ s¬°; Üq½Ø¾åÈ; C³o¼È±z
'N¥i¥H; b±Ø°Èµ{¡;¤¤«e~³³t²ØºA OpenGL; A; ØµL»Ý¤¤O³]©w"CO; i¶µ; C

§R°£¥Ø«e;b?M³æ¤¤j;j©w¤¤;Ûq³]©wÈ;C

$\pm N \odot O^{(3)}] \odot w \dot{E} A \dot{U} i \dot{U}^{\alpha} \ddot{a}^1 w^3] \dot{E} i C$

Ã¢Ü¤@Ó®e³\±z;Üq "ä¥L Direct3D ³]©wÈæœíÜ¤è¶ô;C

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öÜ§ó³o”çÈ±N·|ÅÜ§ó©w,q¶K¹]÷½æ¶,m;C¹w³]È»P Direct3D ³W@æ¤@P¡C¡³”ç³nÅé¥í-à·|
§Æ±æ;¡b§O³B©w,q¶K¹]÷½;C¡p²G«·s©w,q¶K¹]÷½;A«h¡¹ÃþA³¥íµ{¡;i³o¹/4v¹³«~½è±N·|’£ºæ;C±z¥i¥H”í¥í·Æ ’í±
±”¡;b¶K¹]÷½;A³¤W”¤»P¤¤¥¡;i;¡;m¤§¶¡;½Ö³%å¶K¹]÷½;C

|¹ží¶μ®e³\±z”í CPU ¥|¥H;b¹í§í’¹¤ù¶} ©|³B²z¤§«e·C³Æ¤¤¹í®Ø¹¼Æí];|b VSYNC Äö³¬®Éí^íC
|b¬Y”Ç±;¤p¤U;A®e³\¤¤¹w¥ýµÛ;â¹í®Ø¹¼Æ¶V°¤;A|^À³·n±;í;B¹CÀ,¥x©íÁä½Lµ¥,Ë,m¤¤;u¤é¤J©µ½w;v'N¶V¤[;C
|p¤G±z;|b¤±¹CÀ,®É;A³s±µ;Ü±z¤¤¹q,£¤§;¤é¤J,Ë,m|³©úÅä;|^À³©µ½w¤¤{¶H;A½D'í¤p;¹É;C

$\pm N \odot O^{(3)}] \odot w \dot{E} A \dot{U} i \dot{U}^{\alpha} \ddot{a}^1 w^3] \dot{E} i C$

⑧ e³\±z^{1/2}Ö^{3/4}ã;b OpenGL À³¥îμ{ ; ; ææÅã¥Ü^æø§÷^{1/2}è¶K¹ïæ§^{1/4}v¹³«~^{1/2}è;C
³ì“ î¤Æ¥HÀò±o³ì“ î^{1/4}v¹³«~^{1/2}è¥H³|^oææø^{1/4}v¹³«~^{1/2}è¬°§÷^{1/2}è¶K¹îµÛ;â;A¥HÀò±o³ì“ î^æø~Æ[; C
³ì“ î¤Æ¥HÀò±o³ì“ î@Ä⁻à¥H²¤§C^æø^{1/4}v¹³«~^{1/2}è¬°§÷^{1/2}è¶K¹îµÛ;â;A¥H‘£^oaÀ³¥îμ{ ; ; ææ@Ä⁻à;C
½Ö;X“|¥|æWz“å^æØ¥\~å^ææ²Ö;X;C^{!1}→^o1w³]È;C

® e³\ÀX°Êµ{¡;”¡¥† OpenGL ©µ¡ù¥\”à **GL_KTX_buffer_region**; C³o¼È°µ¥i¥H”í¤ä’©¡¹©µ¡ù¥\”à¤¤ 3D
½Ò«¬¤ÆÀ³¥¡µ{¡;’£¤ÉÀ³¥¡µ{¡;®Ä¬à;C

® e³\|b GL_KTX_buffer_region ©µù¥\
-à±Ö°È®É“í¥í¥»³/4÷¹/4v¹³°O³/4ÐÅé;C;ý¬O;A;p¤G¥í¥í¤o¥»³/4÷¹/4v¹³°O³/4ÐÅé¤Ö©ó 8MB;A«h·|µL¤k±Ö°ÈÅù¥±©µù¥\
-à¤ä`© ;C

® e³\±z«ü©w PCI §÷½è¶K¹º°í»j®e¶q;C
|b”ã³”¬°÷°O³/4ÐÅéæ© PCI ”t²î¤W¾W¥[¹¹È±N¥i¥H©úÅã;a’f°æ¤@”Ç OpenGL Å³¥îµ{|;æ©®Ä-à;C
mu;G ¥i«O-d¥í©ó OpenGL §÷½è¶K¹ºÀx;s°í»j®e¶q;A¬O®Ú³/4Ù±z¹q,£¤W;w,Èææ¹êÅé RAM
|Ó©w;C”t²î RAM ¶V¤j;A±z¥i¥H³]©wæ©È’N¶V¤j;C
|¹³]©wÈ”Å¤£·|½vÅT°t³Æ AGP Åã¥Ü³/4¹¤¶±¥dæ©”t²î;C

·Æ'î±±"î®e³\±z→°żj©w³o|â±m³q¹D½Ö¾ä«G«x;B¹iñ«×©î÷°żE;C
|â±m,É¥ç±±"i§U±z|bÅä¥Ü,É,m¤W½Ö,É·Ö·½¼v¹³»P"äçé¥X¤§¶;¤¥ú«×@t²§;C¹¥
-à;b"i¥¹¼v¹³³B²zÀ³¥íμ{|;®É«D±`i³¥íA¥i¥i¥H|bÅä¥Ü¾¹¤WÅä¥Ü¹¼v¹³®É«·s²£¥¹¼v¹³];p¬Û¤ù;^;A"Å
'£"Ñ§óøè½T³o;â±m;C
;Ó¥B;A«Ü|h"Ý³ 3D ¥[³t¥\‐a³o¹CÀ,µe±³£«Ü·t;C|b©Ö|³ÀW¹D¤¤¹⁴W¥[¬Û|P³o«G«x©M¹]©î^|÷°ż-
E±N¥i¥H"i³o"Ç¹CÀ,µe±§ó«G¤@"Ç;A³o¹⁴E±z'N¥i¥H²M;¬Ý"£¹CÀ,µe±;A§Ö¹⁴Ö¤¤±¹CÀ¤F;C

® e³\±zj³/Ü¥Ñ·Æ 'î±± "íº;â±mÀW¹D;C±z¥i¥H¤À§O½Ö¾å¬õ;â;Bºñ;â©îÂÂ;âÀW¹D©î;P®É½Ö¾å³o¤TÓÀW¹D;C

±m{â|±½u²º¹}§îÀã¥Ü;C|¹|±½u±N·||b±z½Ö³¼â¹ï¤ñ«×;B«G«×©|÷²¿È®ÉSY®ÉÀÜ§ó;C

¿¾Ü|¹¿¶µ±N¥i¥H"t²|b«·s±Ò°È Windows ®É|Û°ÈÁÙì±z|b|¹³B©Ò§@ºo|â±m½Ò¾ä;C

µù;G |p^aG±z^{a@1}q,f|b^øô,ô¤W°õ|æ;A«h“t²î±N·||b±zµn¤] Windows «á½Ö¾å|â±m;C

$\pm z \approx w \Delta x [s^{20} (\hat{U} q) \hat{a} \pm m^3] \approx w \Delta x \hat{x}^2 M^3 \approx C_2 \hat{x}^{3/4} \hat{U}^{1/12} M^3 \approx \pi \hat{x}^{20} \hat{a} \hat{\phi} \hat{N} \cdot |\pm \hat{O}^0 \hat{E}^3| \approx w \Delta x C$

Âý±z±N¥Ø«e²º;â±m³]©wÈÀx{s¬º;Ûq³]©wÈ¡C¤wÀx{S²º³]©wÈ±N·|·s¼W"i¬Û¾F²º²M³æ¤W¡C

§R°£¥Ø«e;b?M³æ¤¤j;j©w¤¤;Ûq|â±m³]©wÈ;C

$\pm N \approx O(t^3) \hat{=} \pm m E A U i \left[\tilde{U} \mu w \hat{A} e^{2\alpha} \right]^{1/4} t^3] \approx w E_i C$

® e³\±zj³Ü;ÜsvÅä¥Ü³¹²ºp®É¹¼Ò;;G
|Ü°È»'ú®e³\ Windows ³¹²±µ±qÅä¥Ü³¹¥»"±µ!¬¥¿½T²ºp®É,ê°T;C¹¹¬°¹W³]-
Ê;C¹½D²¹·N;A¬Y"ÇÅÅ;Åä¥Ü³¹¥"à¤¤¤ä'©!¹¥"\à;C
¤@-ëp®É¤¹;ç GTF ¬O¤j;h¹¼Æ,û·S;¡µwÅé"í¥¹ºº¹D·C;C
Â÷'²Åä¥Ü³¹p®Éç DM T ¬O¤@ºØ,ûÅÅº¹D·C;A;b¬Y"ÇµwÅé¤¤¤'µM"í¥¹¹¹/4D·C;C;pºG±zºµwÅéñ" D"í¥¹
DM T;A¹½D±Ò°È¹¹çí¶µ;C

|p^aGxwÅÜşó!¹³]©wÈ;A«h±z¥²¶·«s±Ò°Ê Windows æ~¥ı¥H“i·s^{a03}]©wÈ¥í®Ä;C
|p^aGÆ¹«¹⁴D|b°ö|æ→Y“ÇÀ³¥ıμ{||;®ÉμL^ak¥{±`Åä¥Ü©î¤£§¹³/4ä|A½ÐÅö³→¹⁴Ð§Ö“ú¥\`à;A³o¹/4È±N·|§ó¥
|çÓ°ÝÄD;C

|¹z¶¶µ¥|[”]³¤†¹iÂX®j^aoÂl^o}¹†¹4v¹³¶|æ¹³~À‘iÂl^ak¹C
|p^aGn†bÂl^o}¹†¹©ñ§j®É¤£nÂýÂä¥ÜÂX°Êµ{|;†¹”ä¶|æ|u→X¤Æ;v³B²z;A¹‡D¹Ü¹¶µ¥Ø;C
|p^aG¤wÂÜ§ó¹³]©wÈ;A«h±z¥²¶·«s±Ö[°]Ê Windows ¤~¥í¥H[”]Í·s^ao³]©wÈ¥í®Ä;C

³o¼Ê°µ·|Ãö³¬Ã_»s;±½uº GDI µwÅé¥[³t¥\`à;C
|p¤G±z¿í³4Ü!¹¶µ¥Ø;A“t²í±N¤f·|”í¥|µwÅé;A|Ó·|±j”íÅä¥ÜÅX°Êµ{|;”í¥| Windows º¤º;³/4÷ºc”Ó
’yÃ,¶ê°é;B³/4ð¶ê§íñí©·½uµ¥;C
|p¤G¤wÅÜ§ó!¹³]@wÈ;A«h±z¥²¶·«s±Ó°Ê Windows ¤~¥i¥H”í·sº;³]@wÈ¥í@Ã;C

±N NVidia QuickTweak 1.4.0.4 Windows x64@!CjC
| 11|Ü@e³\±z³z¹L¤@Ó¤è«K¤¤§ÖÅ¤|;|z³æ|A;u§Ö³t;a;v®M¥î©Ø|³;Ûq Direct3D;OpenGL ©Î|â±m³]©w-
ÈjC¹|z³æÅÜ¥]§t¥í©óÅÜì¹w³]È»P|s"ú;u¤º@e-Å¤¥Ü³/4¹;v¹i;Û¤è¶ø¤º¶µ¥Ø;C

® e³\±z;b Windows æu§@!CæW;A¿í¾Ü¥î¥H¥Náí QuickTweak æ½¥îµ{;;í²øíÿÜ;C
±q²M³æææ¿í¾Ü±znÅå¥ÜøøíÿÜ;CµM«á¿í¾Ü;u½T©w;v©í;u®M¥î;v¥H§ó·sæu§@!CæææøíÿÜ;C

¿J³/4Ü!¹¿j¶µ¥í¥HÃö³¬ÅX°Êµ{;¡i¬Y”Ç CPU ”í¥î³o½W±j«¬«ü¥Oº¤ä ´©¡C
¬Y”Ç CPU ¤ä ´©¤þ¥[¤¤ 3D «ü¥O;A³o”Ç«ü¥O¥í¥H»²§U NVidia ¹¡§³B²z³/4¹”Ã’£¤¤ 3D
¹CA, ©¡À³¥íµ{;¡¤¤®Ã¬à¡C¡¹¿j¶µ®e³\±z¡bÅX°Êµ{;¡¤¤Ãö³¬¹i³o”Ç¤þ¥[¤¤ 3D «ü¥O¤¤¤ä
’©¡C³o¡b¶i¡æ®Ã¬à¤ñ, Ú©¡¬G»Ù±Æ°£®É«Ü!³¥¡¡C

žÜ³/4Ü!¹žÜ¶µ¥í¥HÃö³¬ VBBlank µ¥«Ý¥\`à;C

¥çºÙ;uÃö³¬ VSYNC;v;A¥!®e³\¹q,£¥ßSY±N³/4v¹³'yÃ,;bžÃ¹õ¤W;A;ÓµL»Ýµ¥«ÝÃä¥Ü³/4¹⁸⁰;P" B««³½!^±½°T,¹;C³⁰·|
"¡¡®Ø³t²vº¤©óÃä¥Ü³/4¹⁸⁰§ó·s²v;A;ý¬O¥í`à·|²£¥íµøÃ±°Æ§@¥í©M¹¡³;u¹/⁴µö;v²⁰°ÝÃD;A±q;Ó°§C³/4v¹³«~½è;C

Ãö³¬;{¹¹} Ü¤è¶ô”ÃÀx;s©Òs@²ºÃÜ§ó;A¥H«K±z;b;u”ä¥L¤º®e;v¹} Ü¤è¶ô¤¤
¿í³4Ü;u½T©w;v©î;u®M¥í;v®É;A“í³o”Ç³]©wÈ¥í®Ä;C

Ãö³¬;¹¹; Ü¤è¶ô;Ó¤£Àx;s©Ó§@¤ÙÜ§ó;C

|¹í¶µ®e³\±zÃö³¬ÅX°Êµ{|;í²o DirectX 6 ¥\¬àíC
¬Y°Ç¬°,ûÂÂ¤©¥»²o DirectX ½s¼g²o¹CÀ,|A¥í¬àµL¤k°t;X¤w|w,Ë²o DirectX 6 åîÅX°Êµ{|;í¤¤±ò°Ê²o DirectX 6 åä
'©¥\¬à¥ç±`°ò;æ;Cç³¼Ü|¹çí¶µ¥í±j¬ÅX°Êµ{|;íb DirectX 5 ¬Û®e¼Ö|;¤Uºò;æ;A¥H«KÂÂ¤©¹CÀ,¥i¥H¥ç±`°ò;æ;C
|p¤G¤znºò;æ¬Y°ÇµL¤k¥ç±`±ò°Ê©¹ò;æ¤¤ÅÂ¤©¹CÀ,|A½D¬Í¥í¹çí¶µ;C

Åý±z§PÅ_þ¤@Ó·Æ¹««ö¶s·|;b³æ«ö¤u§@|C¹í¥Ü®ÉÅå¥Ü¿j³æ|C

¶}±Ò©îÃö³¬½T»{°T®§;C
|b±q{j³æ,ü¤J Direct3D ©Î OpenGL ²ÒºA®É;A|p³G±z¤fnÃä¥Ü½T»{°T®§;A½D®Ö{j!¹{j¶µ;C

|p^aG±zn"í¥î 3D ®Ä^aG"ÓÅâ¥Ü¤u§@{|C_j"æ;A½D_j"Ü!¹j"¶µ;C

|þ¥H§C©ó³]º¤¤'©_Ñ¤R«x¤¤_Ñ¤R¤x¤º¤æ®É¤A¤o"Ç¤í¶µ¤@¤e¤\¤z¤P¤_½¤v¤¹¤|þ¥¤O¤¤¤Ü¤¾¤¹¤W¤¤¤Å¤¤¤Ü¤¤¤Ü¤¤¤C

ÍpáG±zn"Í{jí©wáøžj¶µ{b"Cl,±Ó°È Windows ®É¥í®ÃiA½Ðží¾Ü|¹¶µ¥Ø;C

½Ð”í¥î½bÀY«ö¶s½Õ³¼ãÅä¥Ü¾¹¤W¤®à±Åä¥Ü¡ì, m¡C

®Ú¾Ù¥Ø«e¤ø, Ñ¤R«x»P§ó·s²v;A±N@à±«³];Ü“ä¹w³];ì, m;C

³o „Czí¶¶µ®e³\±zj³/4Üzé¥XÅä¥Ü, Ÿ, m;]®Ú³/4ÜÅä¥Ü³/4¹¶±¥d©Ó¤ä'©¤¤, Ÿ, m;A±z¥i¥Hj³/4ÜÅä¥Ü³/4¹;B³/4Æ;¡¥-
¤OÅä¥Ü³/4¹©¹qµø;^;C

¶}±Ó¤@Ó¥i;b "ä¤¤¬°²{¥î¤¤À¤¥Ü_Ë,m|Ûq³]©wÈ¤¤µ¤¤µ;C

ÅáÜÜí©ó¹qμøžé¥Xºº¥Ø«e®æ¡¡»Pºê§O³]©wÈ¡C

¶}±Ó¤@Ó¥¡;b”ää¤«ü©w~S©w¹qµøjé¥X®æ¡;i³ºµøµ¡;C

|¹²M³æ®e³\±z®Ú¾Ù;Ûxv©Ó©~í²º°ê®a”Ó¿í¾Ù¹qμø¿é¥X®æ¡¡;C
μù;G |p^aG±z©Ó|b^{aºº}ê®a”S!³!C|b²M³æ¤¤;A±zÀ³,Ó¿í¾ÙÂ÷!Ûxv©Ó|b;a°í³|añººê®a;C

”[i]©w^a®æ|i|”¬°¶}³/÷¹w³]EiC

|p^aG|b±Ø°È¹q,f®É¥u|³qμø³s±μ|ÜÅä¥Ü³/4¹¤¶±
¥d|iA¹¿i¶μ¥i½T«O±Ø°È¹Lμ{Åä¥Ü^a©Ø|³¿Å¹Ø°T@§§|¥H±z¹qμø©Ø¤ä'©¤¥¿¹½T®æ|i¿é¥X|iC

½Ð „Í¥Î½bÀY«ö¶s½Õ³/ä¹qµø¤W¤®à±Åä¥Ü]ì_m;C

µù;G |p¤G¹qµøµe±|]½Õ³/ä¹L«x;Ó¥X²{Åä¥ÜÅø¶Ã©]äÅ¥Õ¤¤¤YÃD;A±z¥u»Ýµ¥«Ý 10 ¬íÄÁ;Aµe±±N·|
|Û°È¤ð!^~ä¹w³]ì_m;CµM«á;A±z¥i¥H«·s¶i;æ½Õ³/ä;C¥¿½T©w!ì®à±¤§«á;A±z¥²¶·;b 10
¬íÄÁ¤¤«ö¤U]u½T©w;v©î;u®M¥î;v«ö¶s;A¥HÃx;s;Ó³]©wÈ;C

®Ú¾Ù¥Ø«e¤ø, Ñ¤R«x;A|b¹qµø¤W±N®à±«³];Ü“ä¹w³]ì, m¡C

$\frac{1}{2}D^{-1}\hat{Y}^3o^-\zeta\pm\pm^{-}\hat{\wedge}\frac{1}{2}\tilde{O}^{3/4}a^1q\mu\theta^{1/4}v^{13aQ}\ll G\ll x\gg P^1;\odot M\ll x\gg C$

½Ð”í¥í!±±”í½Ñ¾æn®M¥í”í¹qµøºT,¹æøº{Ã{¹LÀoµ{«x;C
;b”í¥íµwÅé,Ñ½X¾¹”Ó¹¼½©ñDVD¹q¹¼v®É;A«ØÃ³±z§¹¥þÃö³¬º{Ã{¹LÀo;C

žjž4Üžé¥X;Ü¹qμø²ºžĀ¹ð Ñ¤R«×»P;â±m²` «×;C

