

μ¥»+;°ïÖúÖ÷là;±¼´¿É³ðïÖ°ïÖúÖ÷làÁÐ±í;£

## DirectX Öiŋŋi¹¼³⁄⁴ß

Microsoft(R) DirectX(R) Öiŋŋi¹¼³⁄⁴ßÄµµ°üÄ¨ÒÖiÄÖ÷là£º

- ¹ØÓÚ DirectX Öiŋŋi¹¼³⁄⁴ß
- ×çÖâÉÁî
- ²âÉÖ DirectX ×é¼⁄⁴p
- É;´úÄ-ÉiÐÐi²
- »¹Öçŋŋ¹³|Ðò
- ±f´æÐÁiç
- ±¨æiÉiâ





**2âÊÔ DirectX xé¼þ**

¿ÉÔÔÔÚËÏÓëĭμĭ3ĭàÁ-μÄ¼àÊÓÆ÷Éĭ²âÊÔ DirectDraw 9ĭ Direct3D£-ÔÚËĭ9ĭ²ĭĭĐĭÊä³ðÉè±,Éĭ²âÊÔ  
DirectSound(R)£-ÔÚËĭ9ĭÔðÆμĭĖ;ÚËĭ²âÊÔ DirectMusic(TM);£

μ¥»÷ĭ°²âÊÔ;±°´Á¥£-ÔÄĭÁĭÔÊ¾μÄËĭ9ĭĐĭĭĭ£-¼àÊÓ»ð¼àĭý²âÊÔ¹ý³ĭ;£²ĭĖÄ²âÊÔ¹ý³ĭÔ»Ô±ÑÓĐøĭÄÊ¥  
£-Ô±μ¼³ðĭĭáÊ¾Đĭĭĭ£-ÑĭĭĖ²âÊÔÊĈ·ñ³É¹ĭ;£ÊĈ¹ú»Ø´ðĭ°²»ĭ±£-¼«²»Ô¼½øĐĐ²âÊÔ;£

ĭÔÔÚ

DirectMusic£-Ô»Đè½øĐĐÔ»´ĭ¼ðμ¥μÄ²âÊÔ;£ÊĈ¹úÄúĭÔÔâĭĭÔðÀÖμÄÏýË²¥·Á,Đμ¼ÁúÔâ£-»ðÕßËäË»  
Ä»ÓĐÏýË²¥·Áμ«ÄúÔ²¾ðμÄ¿ÉÔÔ£-Ô»Đèμ¥»÷ĭ°Ë·ĭĭ;±ĭ;£

±£´æĐĭĭĭ£±²ĭ²»°üº-²âÊÔ¼á¹ú;£

**È;´úĀ-ÈĪĐĐĪº**

ÔÚĪμĪÉĪº×ºμĀĀ;\_ōĪŌÈ¾Ēè±\_μĀ;\_ōĪŌÈ¾;±Ō³ŌĐĒ-μŸ»÷;º½ŭŌĀ;±º´ĀŸĒ-½ŭŌĀ DirectDraw »ð  
Direct3D Ō²¼p¼ŌÈŪĒ´Ēç¹ŭŌĐ¼ŌÈŪ¹ĀŪμĀ»ºĒ©;Ē½ŭŌĀ¼ŌÈŪŌ®ºóĒ-¼ŌÈŪ¹ĀŪŌŪ¹Ō±Ō DirectX  
Ō;ĪĪ¹¼βºóŌĀĒ»±  
Ē³Ō½ŭŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐ§;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈŪĒ-ÇĒμŸ»÷;ºĒĒŌĀ;±º´ĀŸ;Ē

**×çŌā**

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

Ō²;ĒŌŌÈ;´úŌĒ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒèŌĀμĀ¼āĒŌĒ±Ē  
çĐĀĒμĀĒ;ĒŌ»ŌĐŌŪĀ³Đ©Ō;ŌĀ³ĪĐð³ŌĪŌÈ¾ĪĒĪĒĒ-²çĀŪĒ-ĒĪ\_ĀŌ;ŌĀ³ĪĐðĒèŌĀĀĒĪĪĐ§μĀĒ  
çĐĀĒμĀĒĒ±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±à¼çð²çĪ²¼āĒĒŌĒ±¼ŭĒĒŌĐĐ§μĀĒ  
çĐĀĒμĀĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. μŸ»÷;ºĒ·Ī;±;Ē

**► È;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

»<sup>1</sup>ÖÇýŋ<sup>-3</sup>İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Öïŋİ<sup>1</sup>κ<sup>3</sup>/<sub>4</sub>ßÔÊĐíÓÄ»§»<sup>1</sup>Ö-  
½İÖçμÄÖðÆμóÍÉÓÆμÇýŋ<sup>-3</sup>İĐò;£ÖâÒ<sup>2</sup>ĐíÊÇ½â<sup>3</sup>/<sub>4</sub>öÇýŋ<sup>-3</sup>İĐò<sup>2</sup>»¼æÈÝÍÊlà×îºÄμÄ°ì.``;£  
Ëç<sup>1</sup>ú;°Still Stuck?;±ÊðĐÖÖ<sup>3</sup>Éİ<sup>3</sup>öİÖ;°Restore;±°'Ä¥£¬Ôð;ÉÖÖμ¥»÷'Ë°'Ä¥ÖËĐĐ DirectX °<sup>2</sup>×°<sup>3</sup>İĐò;£  
DirectX °<sup>2</sup>×°<sup>3</sup>İĐòÓĐÁ½,ö°'Ä¥£¬¼¼'ı°Restore Audio Drivers;±óı°Restore Display Drivers;±  
;£μ¥»÷ÆäÖĐËİÖ»°'Ä¥ŋ¼¼½«»<sup>1</sup>ÖÖÚİμİ<sup>3</sup>ÖĐ°<sup>2</sup>×° DirectX Ê±±»İæ»»μÄÇýŋ<sup>-3</sup>İĐò;£Ëç<sup>1</sup>úÄ<sup>3</sup>,ö°'Ä¥  
±»½úÔÄ£¬Ôð±İÄ÷Ä»ÓĐ;ÉÖÖ»<sup>1</sup>ÖμÄÇýŋ<sup>-3</sup>İĐò;£Óöμ½ÖâÖÖÇé;öË±  
£¬Ó;ÓëÓ<sup>2</sup>/<sub>4</sub>p<sup>3</sup>§ÉİÄ<sup>3</sup>İμ£¬ÖÖ»ñË;×İĐÄμÄÇýŋ<sup>-3</sup>İĐò;£  
DirectX °<sup>2</sup>×°<sup>3</sup>İĐò»İá<sup>1</sup>©Ö»ıöÖÄÓÚ½úÓÄ D3D Ó<sup>2</sup>/<sub>4</sub>p¼¼ÓËÛμÄ,  
'Ñ;ıð£¬Ö<sup>2</sup>ĐíÄúí<sup>-1</sup>ýÖïŋİ<sup>1</sup>κ<sup>3</sup>/<sub>4</sub>ßŋÖ»°;đòÑİé<sup>3</sup>É'Ëİ<sup>1</sup>/<sub>2</sub>úÓÄ;££<sup>-2</sup>İ¼ú Ë;ı'úÄ¬ËİĐĐİ<sup>3</sup>;££©

**±f'æÐĀĭç**

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

- µŕ»÷ĭ°±f'æËùÓÐÐĀĭç;±°'Áŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓĀ»§ËùŊĭĭ»ÖĀ°ĪĀû³ÆµĀĪĀ¼pĀĭ;ƒ

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

- ÓÚĭ°Still Stuck?ĭ±Ö³Éĭƒ¬µŕ»÷ĭ°±"æĭ±ƒ¬½«³öĭĭ°'ĭó±"æÐĀĭç  
ĭ±ŋŌ»°¿ò;ƒËäËËËùÓÐ±ØÖªËý³¼Yƒ¬µŕ»÷ĭ°·çÉĭ;±;ƒ½«ÓÚÁÚÊ±Ā¿Ā¼ƒ"ÁýËçƒ¬C:\Windows\Tempƒ©ÖÐ  
'½"Ö»öĀûª Dxinfo.txt µĀĪĀ±¼ĪĀ¼pƒ¬ĭ¬É±ĪÖË³¼ÓÚ¼ÇËĀ±¼'¿¿ÚÖÐ;ƒ  
'ËĪ¼p²»½ð°üº¬²ÉÓĀËĭËö·½·"ÊÖ¼µĀÐĀĭçƒ¬»¹°üº¬ËùËäËËµĀ,öËËÐĀĭç°ĪÆäËËÐĀĭç;ƒ



## ±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÖë DirectX ×é¼þ»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£ĪĪ¼û  
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;â·çĒĪ°æ±¾¼½ØÐÉĪ¼þ;â·  
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼þ±",æîÊĪâ;£

## ×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼βμĀ;â·çĒĪ°æ±¾¼;£²ç²»ĒĒŌĀŌŪĒùŌÐŌĀ»§;£

## ► ĪĪ¹ýμç×ŌŌÊ¼þ±",æîÊĪâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌÐμ¥»÷;°±",æ;±;£
2. ĪĪ'Ī;°'ĪŌ±",æÐĀĪç;±ŋŌ»°;ðμĀĒùŌÐĪà¹Ø²;·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;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°'ŌÆ;±£¬½«Ē»ĪĀŪĒŸ,  
'ŌÆμ½¼ðĪù°âŌÐ;£
5. ŌŪŌÊ¼þ³ĪððĀĪ'½"ÐĀŌÊ¼þ£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ½ŌÊ¼þðĪ;£°'μŪ 3 ²½ŌÐ¼çĪĀμĀμŌŌ·  
çĒĪŌÊ¼þ;£

