

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-ÉiÐÐiª
- »¹Öçŋŋ¹³|Ðò
- ±f´æÐÁiç
- ±¨æiÉiâ

**1ØÓÚ DirectX ÖïŋĪ¹π³⁄₄β**

DirectX(R) ÖïŋĪ¹π³⁄₄βÓÃÓÚĪðÓÃ»§Īá¹©ĪμĪ³ÖÐ Microsoft(R) DirectX ÓĪÓÃ³ĪÐð±à³Ī½Ó¿ÚᵠÍÇÝŋĪ³ĪÐðμÃÐÃĪç  
£¬²çÄÜ¹»²âÊÔÉùððᵠĪ¼⁄₄ÐĪÊä³ö;£Ī¬Ê±»¹¿ÉÒÓÃÓÚ½ûÓÃ³Ð©Ó²¹⁄₄p¹⁄₄ÓËÜ¹ĪÄÜ;£

¿ÉÒÓÊ¹ÓÃ´Ê¹π³⁄₄βÊÔ¼⁄₄⁻ÐÃĪç£¬ÒÓ±ãÓÚĪ´ðÖ§³Öμç»°Ê±Īá¹©, ØĪà¹Ø¼⁄₄¹⁄₄ÊðÊËÔ±£¬»¹¿ÉÒÓ±£  
´æÊ¹ÓÃ, Ā¹π³⁄₄βÊÔ¼⁄₄⁻μ½μÃÐÃĪç²ç½«ÆäÖ³Īùμ½μç×ÓÓÊ¹⁄₄pÖÐ;£

ÐÃĪç·ÖŋĪàÒ³ĪÔÊ³⁄₄;£Ê¹ÓÃÒÔĪÃ³ÖÖ·½, ´¿ÉÒÓ·Ô³£ᵠ

- μ×»÷²»Ī¬μÃŊĪĪ¿´Ī;£
- μ×»÷Ī°ĪÃÓ»Ô³;±°´Ã×;£
- μ±ÊäÊë½¹μä¼⁄₄⁻ÖÐÓÚÃ³, öŊĪĪ¿´ÊĪ±£¬°´Īð×ó¼⁄₄ýĪ·¼⁄₄ü»ðĪðÓ¼⁄₄ýĪ·¼⁄₄ü;£

**×çÔâ**

- ĪÔ¿´ÄÜ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜÊç½üËÆÖμ;£





**È;´úĀ-ÈĪĐĐĪº**

ÔÚĪµĪ³ÉĪ²×ºµĀĀ;\_ōĪŌÈ¾Ēè±\_µĀĪ;°ĪŌÈ¾;±Ō³ŌĐĒ-µŸ»÷;º½ŪŌĀ;±º´ĀŸĒ-½ŪŌĀ DirectDraw »ð  
Direct3D Ō²¼p¼ŌÈÛĒ´Ēç¹ŪŌĐ¼ŌÈÛ¹ĀŪµĀ»ºĒ©;Ē½ŪŌĀ¼ŌÈÛŌ®ºóĒ-¼ŌÈÛ¹ĀŪŌŪ¹Ō±Ō DirectX  
Ō;ĪĪ¹¼¼βºóŌĀÈ»±  
Ē³Ō½ŪŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐŞ;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈÛĒ-ÇĒµŸ»÷;ºĒĒŌĀ;±º´ĀŸ;Ē

**×çŌā**

- ½ŪŌĀ DirectDraw ¼ŌÈÛ½ĀĪ-Ē±½ŪŌĀ Direct3D ¼ŌÈÛ;Ē

Ō²;ĒŌŌÈ;´úŌÉ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒèŌĀµĀ¼āĒŌĒ±Ē  
çĐĀĒµĀĒĒ;ĒŌ»ŌĐŌŪĀ³Đ©Ō;ŌĀ³ĪĐð³ŌĪŌÈ¾¼ĪĒĪĒĒ-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±ā¼çð²çĪ²¼āĒĒŌĒ±¼ŪĒĒŌĐĐŞµĀĒ  
çĐĀĒµĀĒĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. µŸ»÷;ºĒ·Ī;±;Ē

**► Ē;ĪŪÈ;´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

»¹ÔÇýŋŋ³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Ōİŋŋ¹¼ßÔÊĐÍÓÄ»§»¹Ô-  
½İŌçµÄÖðÆµŋÍÊÓÆµÇýŋŋ³İĐò;£ŌâÒ²ĐÍÊÇ½â¾ôÇýŋŋ³İĐò²»¼æÈÝÍÊİà×İºÄµÄºİ·İ;£  
Ëç¹û;ºStill Stuck?;±ÊðĐŌŌ³Êİ³öİŌ;ºRestore;±º'Ä¥£¬Ōð;ÉŌŌµ¥»÷'Ëº'Ä¥ŌËĐĐ DirectX º²×º³İĐò;£  
DirectX º²×º³İĐòÓĐÁ½,öº'Ä¥£¬¼¼'İºRestore Audio Drivers;±Ōİ;ºRestore Display Drivers;±  
İ;£µ¥»÷ÆäÖĐËİŌ»º'Ä¥ŋŋ¼¼½«»¹ŌŌÚİµİ³ŌĐº²×º DirectX Ê±±»İæ»»µÄÇýŋŋ³İĐò;£Ëç¹ûÄ³,öº'Ä¥  
±»½ûŌÄ£¬Ōð±İÄ÷Ä»ŌĐ;ÉŌŌ»¹ŌµÄÇýŋŋ³İĐò;£Ōöµ½ŌâŌŌÇé;öË±  
£¬Ō;ŌËŌ²¼p³§ÊİÄ³İµ£¬ŌŌ»ñË;×İĐÄµÄÇýŋŋ³İĐò;£  
DirectX º²×º³İĐò»¹á¹©Ō»½öŌŌÓÚ½ûŌÄ D3D Ó²¼p¼¼ŌËÛµÄ,  
'Ŋ;ıð£¬Ō²ĐÍÄÚİ¹ıŸİŋŋ¹¼ßŋŋŌ»º;ðŌŊİê³É'Ëİ½ûŌÄ;££'²İ¼û È;ı'úÄ¬ËİĐĐİ;££©

**±f'æÐĀĭç**

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

- µŕ»÷jº±f'æËùÓÐÐĀĭç;±º'Áŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓÁ»§ËùŊĭĭ»ÖĀºĀû³ÆµĀĀ¼pĀĭ;ƒ

ŋŌÓÚÊ¹ÓĀ'Ê¹¼ßµĀĭº·çÉĭºæ±¼µĀËĭ¼pĭº·çÖßƒ→Ôð¿ÉÒÔƒº

- ÓÚjºStill Stuck?;±Ö³Éĭƒ→µŕ»÷jº±"æ;±ƒ→½«³öĭjº'íó±"æÐĀĭç  
;±ŋŌ»º¿ò;ƒËäËËËùÓÐ±ØÓºËý¼Yƒ→µŕ»÷jº·çÉĭ;±;ƒ½«ÓÚÁÚÊ±Ā;Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ  
'½"Ó»öĀûº Dxinfo.txt µĀĀ±¼Ā¼pƒ→ĭ→Ë±ĭÖË¼Ó¼ÇËĀ±¼º¿ÚÖÐ;ƒ  
'ËĀ¼p²»½ºº→²ÉÓĀËĭËº·½·"ËÖ¼µĀÐĀĭçƒ→»¹ºËùËäËËµĀ,öËËÐĀĭçºĭÆäËËÐĀĭç;ƒ



## ±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX xé¼p»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀāĪμ£Ī²Ī¼û  
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ¿â·çĒĪ°æ±¾¼½ððÉĪ¼p¿â·  
çμĀÊËŌ±£¬¿ÉŌŌĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ;£

## ×çŌâ

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

## ► ĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³Ōðμ¥»÷;°±",æ;±;£
2. ĪĪð';°'ĪĪó±",æðĀĪç;±ŋŌ»°¿ðμĀĒùŌðĪà¹Ø²¿·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒù  
'½"μĀĪĀ±¾¼Ī¼pμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌÊ¼pμŌŌ·;£çĒ¼çĪĀμç×ŌŌÊ¼pμŌŌ·;£μ¥»÷;°Ē·ŋĪ;±  
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼p½«±»°¼çĒĀ±¾¼;±'ð¿;£
4. 'Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°'ŌÆ;±£¬½«Ē¿ĪĀŪĒŸ,  
'ŌÆμ½¼ðĪù°âŌð;£
5. ŌŪŌÊ¼p³ĪððĀĪ'½"ðĀŌÊ¼p£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ½ŌÊ¼pŌð;£°'μŪ 3 ²½Ōð¼çĪĀμĀμŌŌ·  
çĒĪŌÊ¼p;£

