

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©Ó²¼p¼4ÓËÜ¹ĪÄÜ;£

¿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;£
- μ¥»÷Ī°ĪÃÓ»Ô³;±°´Ã¥;£
- μ±ÊäÊë½¹μä¼⁻ÖÐÓÚÃ³, öŊĪĪ¿´ÊĪÊ±£¬¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓÔ¼ýĪ·¼ü;£

×çÔâ

- ĪÔ¿´ÄÜ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄÜÊÇ½üËÆÖμ;£

2âÊÔ DirectX xé¼þ

¿ÉÔÔÔÚËÏÓëĭμĭ3ĭàÁ-μÄ¼àÊÓÆ÷Éĭ²âÊÔ DirectDraw 9ĭ Direct3D£-ÔÚËĭ9ĭ²ĭĭĐĭĤä³ðÉè±,Éĭ²âÊÔ
DirectSound(R)£-ÔÚËĭ9ĭÔðÆμĭĤ;ÚËĭ²âÊÔ DirectMusic(TM);£

μ¥»÷ĭ°²âÊÔ;±°´Á¥£-ÔÄĭÁĭÔÊ¾μÄËĭ9ĭĐĭĤ££-¼àÊÓ»ð¼àĭý²âÊÔ¹ý³ĭ;£²£Ä²âÊÔ¹ý³ĭÔ»Ô±ÑÓĐøĭÄÊ¥
£-Ô±μ¼³ðĭÖĭáÊ¾ĐĭĤ££-ÑĭĭĤ²âÊÔÊÇ·ñ³É¹ĭ;£ÊÇ¹û»Ø´ðĭ°²»ĭ±£-¼«²»Ô¼½øĐĐ²âÊÔ;£

ĭÔÔÚ

DirectMusic£-Ô»Đè½øĐĐÔ»´ĭ¼ðμ¥μÄ²âÊÔ;£ÊÇ¹ûÄúĭÔÔâĭĭÔðÀÖμÄÏýË²¥·Á,Đμ¼ÁúÔâ£-»ðÕßËäË»
Ä»ÓĐÏýË²¥·Áμ«ÄúÔ²¾ðμÄ¿ÉÔÔ£-Ô»Đèμ¥»÷ĭ°Ë·ĭĭ;±ĭ;£

±£´æĐĭĤ£Ê±²£²»°üº-²âÊÔ¼á¹û;£

È;´úĀ-ĒĪĐĐĪº

ÔÚĪμĪÉĪº²×ºμĀĀ;_ōĪŌĒ¾Ēè±_μĀ;_ōĪŌĒ¾;±Ō³ŌĐĒ-μ¥»÷;º½ŭŌĀ;±º´Ā¥Ē-½ŭŌĀ DirectDraw »ð
Direct3D Ō²¼p¼ŌĒŪĒ´Ēç¹ŭŌĐ¼ŌĒŪ¹ĀŪμĀ»ºĒ©;Ē½ŭŌĀ¼ŌĒŪŌ®ºóĒ-¼ŌĒŪ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼βºóŌĀĒ»±
Ē³Ō½ŭŌĀĒ-ÇŌĪŌĒĪŌĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐ§;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌĒŪĒ-ÇĒμ¥»÷;ºĒĒŌĀ;±º´Ā¥;Ē

×çŌā

- ½ŭŌĀ DirectDraw ¼ŌĒŪ½ĀĪ-Ē±½ŭŌĀ Direct3D ¼ŌĒŪ;Ē

Ō²;ĒŌŌĒ;´úŌĒ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒĒŌĀμĀ¼āĒŌĒ±Ē
çĐĀĒμĀĒ;ĒŌ»ŌĐŌŪĀ³ĐŌŌ;ŌĀ³ĪĐð³ŌĪŌĒ¾ĪĒĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒĒŌĀĒĪĪĐ§μĀĒ
çĐĀĒμĀĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒèŌĀĒ;´úĒçĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μ¥»÷;ºOverride;±º´Ā¥;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ū;Ōñ±ā¼çð²çĪ²¼āĒĒŌĒ±¼ŭĒĒŌĐĐ§μĀĒ
çĐĀĒμĀĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´Ā¥½«±»×ŌĪŪŪ;ŌĐ;Ē
3. μ¥»÷;ºĒ·Ī;±;Ē

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

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

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Öïŋİ¹κ^{3/4}ßÔÊĐíÓÄ»§»¹Ö-
½İÖçμÄÖòðÆμóİÉÓÆμÇýŋ⁻³İĐò;£ÖâÒ²ĐíÊÇ½â^{3/4}öÇýŋ⁻³İĐò²»¼æÈÝÍÊİà×İºÄμÄ°İ.``;£
Ëç¹ú;ºStill Stuck?;±ÊðĐÖÖ³Éİ³öİÖ;ºRestore;±º'Ä¥£¬Öò;ÉÖÖμ¥»÷'Èº'Ä¥ÖËĐĐ DirectX ^{º2}×^{º3}İĐò;£
DirectX ^{º2}×^{º3}İĐòÓĐÁ½,öº'Ä¥£¬¼¼'ıºRestore Audio Drivers;±ºıºRestore Display Drivers;±
;£μ¥»÷ÆäÖĐËİÖ»º'Ä¥ŋ¼¼½«»¹ÖÖÚİμİ³ÖĐº2×º DirectX È±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,öº'Ä¥
±»½úÖÄ£¬Öò±İÄ÷Ä»ÓĐ;ÉÖÖ»¹ÖμÄÇýŋ⁻³İĐò;£Ööμ½ÖâÖÖÇé;öÈ±
£¬Ó;ÓëÓ^{2/4}p³§ÉİÄ³İμ£¬ÖÖ»ñÈ;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX ^{º2}×^{º3}İĐò»İá¹©Ö»ıöÖÄÓÚ½úÖÄ D3D Ó^{2/4}p¼¼ÓËÛμÄ,
'Ñ;ıò£¬Ö²ĐíÄúİ¹ýÖïŋİ¹κ^{3/4}ßŋÖ»º;òÖÑİê³É'Ëİ^{1/2}úÖÄ;££⁻²İ¼ú È;ı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

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

- µŕ»÷j°±f'æËùÓÐÐĀĭç;±°'Áŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓÁ»§ËùŊĭĭ»ÖĀ°Āû³ÆµĀĀ¼pĀĭ;ƒ

ŋŌÓÚÊ¹ÓĀ'Ë¹¼ßµĀĭª·çÉĭ°æ±¼µĀËĭ¼pĭª·çÖßƒ→Ôð¿ÉÒÔƒº

- ÓÚĭ°Still Stuck?ĭ±Ö³Ëĭƒ→µŕ»÷j°±"æĭ±ƒ→½«³öĭj°'ĭó±"æÐĀĭç
ĭ±ŋŌ»°¿ò;ƒËäËËËùÓÐ±ØÖªËý³¼Yƒ→µŕ»÷j°·çÉĭ;±jƒ½«ÓÚÁÚË±Ā¿Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀûª Dxinfo.txt µĀĀ±³¼Ā¼pƒ→ĭ→Ë±ĭÖË³¼ÓÚ¼ÇËĀ±¾°¿ÚÖÐ;ƒ
'ËĀ¼p²»½ð°üº→²ÉÓĀËĭËö·½·"ËÖ¼µĀÐĀĭçƒ→»¹°üº→ËùËäËËµĀ,öËËÐĀĭç°ĭÆäËËÐĀĭç;ƒ

±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÖë DirectX xé¼p»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ¿·çĒ°æ±¾½ØÐÉĪ¼p¿·
çμĀÊËŌ±£¬¿ÉŌŌĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼βμĀ¿·çĒ°æ±¾½²ç²»ĒĒŌĀŌŪĒùŌÐŌĀ»§;£

► ĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌÐμ¥»÷;°±",æ;±;£
2. ĪĪ'Ī;°'ĪŌ±",æÐĀĪç;±ŋŌ»°¿ðμĀĒùŌÐĪà¹Ø²¿·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒù
'½"μĀĪĀ±¾Ī¼pμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌÊ¼pμŌŌ·;£çĒ¼çĪĀμç×ŌŌÊ¼pμŌŌ·;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼p½«±»°¼çĒĀ±¾Ī;±'ð¿;£
4. 'Ō;°¼çĒĀ±¾Ī;±μĀ;°±à¼;±²Ēμ¥£¬ŊĪŌŋ;°Ē«ŊĪ;±£¬Ē»°óŊĪŌŋ;°'ŌÆ;±£¬½«Ē¿ĪĀŪĒŸ,
'ŌÆμ½¼ðĪù°âŌÐ;£
5. ŌŪŌÊ¼p³ĪððĀĪ'½"ÐĀŌÊ¼p£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ½ŌÊ¼pŌÐ;£°'μŪ 3 ²½ŌÐ¼çĪĀμĀμŌŌ·
çĒĪŌÊ¼p;£

