

μ¥»+;°ïÖúÖ÷là;±¼´¿É³öïÖ°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
£¬²çÄŪ¹»²âÊÔÉùððᵠĪ¼ÐĪÊä³ö;£Ī¬Ê±»¹¿ÉÒÓÃÓÚ½ûÓÃ³Ð©Ó²¼p¼4ÓËŪ¹ĪÄŪ;£

¿ÉÒÔÊ¹ÓÃ´Ê¹κ¾βÊÔ¼⁻ÐÃĪç£¬ÒÔ±ãÔŪ¹´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⁻ÖÐÓŪÃ³, öŊĪĪ¿´ÊĪ±£¬°´Īð×ó¼ýĪ·¼ü»ðĪðÓ¼ýĪ·¼ü;£

×çÔâ

- ĪÔ¿´ÄŪ´æ´óÐ;Ö®ÀμÃÐÃĪç¿ÉÄŪËÇ½üËÆÖμ;£

È;´úĀ-ÈĪĐĐĪº

ÔÚĪµĪ³ÉĪ²×ºµĀĀ;_ōĪŌÈ¾Ēè±_µĀĪ;°ĪŌÈ¾;±Ō³ŌĐĒ-µŸ»÷;º½ŪŌĀ;±º´ĀŸĒ-½ŪŌĀ DirectDraw »ð
Direct3D Ō²¼µ¼ŌÈÛĒ´Ēç¹ŪŌĐ¼ŌÈÛ¹ĀŪµĀ»ºĒ©;Ē½ŪŌĀ¼ŌÈÛŌ®ºóĒ-¼ŌÈÛ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼¼βºóŌĀĒ»±
Ē³Ō½ŪŌĀĒ-ÇŌĪŌÈĪŵĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐŞ;ĒŌºŌĐĀĒĒŌĀŌ²¼µ¼ŌÈÛĒ-ÇĒµŸ»÷;ºĒĒŌĀ;±º´ĀŸ;Ē

×çŌā

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

Ō²;ĒŌŌÈ;´úŌÉ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒèŌĀµĀ¼āĒŌĒ±Ē
çĐĀĒµĀĒĒ;ĒŌ»ŌĐŌŪĀ³ĐŌŌ;ŌĀ³ĪĐð³ŌĪŌÈ¾¼ĪĒĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒèŌĀĀĒĪĪĐŞµĀĒĒ
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±¼ŪĒĒŌĐĐŞµĀĒĒ
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

»¹ÖÇýŋ⁻³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Öïŋİ¹κ³/₄ßÔÊĐíÓÄ»§»¹Ö-
½İÖçμÄÖðÆμóÍÉÓÆμÇýŋ⁻³İĐò;£ÖâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò²»¼æÈÝÍÊlà×îºÄμÄ°ì.``;£
Ëç¹ú;°Still Stuck?;±ÊðĐÖÖ³Éİ³öİÖ;°Restore;±°'Ä¥£¬Öð;ÉÖÖμ¥»÷'Ë°'Ä¥ÖËĐĐ DirectX °²×°³İĐò;£
DirectX °²×°³İĐòÓĐÁ½,ö°'Ä¥£¬¼'¼'ı°Restore Audio Drivers;±óı°Restore Display Drivers;±
;£μ¥»÷ÆäÖĐËİÖ»°'Ä¥ŋ¼¼½«»¹ÖÖÚİμİ³ÖĐ°²×° DirectX Ê±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,ö°'Ä¥
±»½úÔÄ£¬Öð±İÄ÷Ä»ÓĐ;ÉÖÖ»¹ÖμÄÇýŋ⁻³İĐò;£Ööμ½ÖâÖÖÇé;öË±
£¬Ó;ÓëÓ²/₄p³§ÉİÄ³İμ£¬ÖÖ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX °²×°³İĐò»İá¹©Ö»ıöÖÄÓÚ½úÓÄ D3D Ó²/₄p¼ÓËÛμÄ,
'Ñ;ıð£¬Ö²ĐíÄúí⁻¹ýÖïŋİ¹κ³/₄ßŋÖ»°;đòÑÍê³É'Ëİ¹/₂úÓÄ;££⁻²İ¼ú Ë;ı'úÄ¬ËİĐĐİ³;££©

±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'ĭó±"æÐĀĭç
;±ŋŌ»º¿ò;ƒËäËËËùÓÐ±ØÖºËý¼Yƒ→µŕ»÷jº·çÉĭ;±;ƒ½«ÓÚÁÛË±Ā¿Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀûº Dxinfo.txt µĀĀ±¼Ā¼pƒ→ĭ→Ë±ĭÖË¼ÓÚ¼ÇË±¼º¿ÚÖÐ;ƒ
'ËĀ¼p²»½ºº→²ÉÓĀËĭËº·½·"ËÖ¼µĀÐĀĭçƒ→»¹ºÛº→ËùËäËËµĀ,öËËÐĀĭçºĭÆäËËÐĀĭç;ƒ

±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX xé¼p»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;â·çĒĪ°æ±¾¼½ððÉĪ¼p;â·
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×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»°;ðμĀĒùŌðĪà¹ð²;·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;â;£
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;£

