

μ¥»+;°ïÖúÖ÷là;±¼´¿É³öïÖ°ïÖúÖ÷làÁÐ±í;£

## DirectX Öiŋŋi¹¼³⁄⁴ß

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

- ¹ØÓÚ DirectX Öiŋŋi¹¼³⁄⁴ß
- ×çÖâÉÁî
- ²âÉÖ DirectX ×é¹⁄⁴ß
- Ë;´úÄ-ÉiÐÐi²
- »¹Öçŷŋ¹³iÐò
- ±f´æÐÁiç
- ±¨æiÉiâ







**È; 'úÄ-ÈÏÐÍ²**

ÔÚíµí³Éí²×°µÄÄ; òïÔÊ¾Éè±, µÄ; òïÔÊ¾; ±Ô³ÖÐ£¬µ¥»÷; °½úÔÄ; ±°´Ä¥£¬½úÔÄ DirectDraw »ð  
Direct3D Ô²¼µ¼ÔËÙ£¬Èç¹úÔÐ¼ÔËÙ¹ÄÛµÄ»°£©; £½úÔÄ¼ÔËÙÖ®°ó£¬¼ÔËÙ¹ÄÛÔÚ¹Ø±Ö DirectX  
Ô; ¶í¹¾¾°óÔÄË»±  
£³Ô½úÔÄ£¬ÇÒ¶ïÔËí¶ï; ÓÄ³ìÐð¶¼ìÐ§; £Ò³ØÐÄÆðÓÄ²¼µ¼ÔËÙ£¬Çèµ¥»÷; °ÆðÓÄ; ±°´Ä¥; £

**×çÒà**

- ½úÔÄ DirectDraw ¼ÔËÙ½«í¬È±½úÔÄ Direct3D ¼ÔËÙ; £

Ô²; ÈÔËÈ; 'úÓÉ DirectDraw È«ÆÁÓ; ÓÄ³ìÐðÈèÖÄµÄ¼àÈÓÆ÷È  
çÐÄÆµÄÈ; £Ö»ÓÐÓÚÄ³Ð©Ó; ÓÄ³ìÐð³òïÔËÊ¾íÊìâ£¬²çÄÛÈ·È; ÄÓ; ÓÄ³ìÐðÈèÖÄÄËìÐ§µÄÈ  
çÐÄÆµÄÈÈ±£¬²Ä; ÈÔË²ÉÓÄ´Èí´èÈ©; £

**► ÈèÖÄÈ; 'úËçÐÄÆµÄÈ£º**

1. ÔÚ; °Still Stuck?; ±Ô³Éí£¬µ¥»÷; °Override; ±°´Ä¥; £
2. ÔÚ; °Override DirectDraw Refresh Behavior; ±¶ï»°; £ð£¬Ñ; Ôñ±à¼; ð²çí²¼àÈÓÆ÷¼üÈèÓÐ§µÄÈ  
çÐÄÆµÄÈ; £´ÈÈ±£¬; °Override Value; ±Ñ; í°´Ä¥½«±»×Ô¶¬Ñ; ÔÐ; £
3. µ¥»÷; °È·¶; ±; £

**► È; ïúÈ; 'úËçÐÄÆµÄÈ£¬²çÔËÐí DirectDraw Ó; ÓÄ³ìÐð×ÔÐÐÈèÖÄÈ çÐÄÆµÄÈ£º**

1. ÔÚ; °Still Stuck?; ±Ô³Éí£¬µ¥»÷; °Override; ±°´Ä¥; £
2. ÔÚ; °Override DirectDraw Refresh Behavior; ±¶ï»°; £ð£¬Ñ; Ôñ; °Ä¬ÈíÖµ; ±Ñ; í°´Ä¥; £
3. µ¥»÷; °È·¶; ±; £

»<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-  
½İÖçμÄÖðÆμóİÉÓÆμÇýŋ<sup>-3</sup>İĐò;£ÖâÒ<sup>2</sup>ĐíÊÇ½â<sup>3</sup>/<sub>4</sub>öÇýŋ<sup>-3</sup>İĐò<sup>2</sup>»¼æÈÝÍÊİà×İºÄμÄ°İ.``;£  
Ëç<sup>1</sup>ú;°Still Stuck?;±ÊðĐÖÖ<sup>3</sup>Éİ<sup>3</sup>öİÖ;°Restore;±°'Ä¥£¬Öð;ÉÖÖμ¥»÷'Ë°'Ä¥ÖËĐĐ DirectX °<sup>2</sup>×°<sup>3</sup>İĐò;£  
DirectX °<sup>2</sup>×°<sup>3</sup>İĐòÓĐÁ½,ö°'Ä¥£¬¼'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¥  
±»½úÖÄ£¬Öð±İÄ÷Ä»ÓĐ;ÉÖÖ»<sup>1</sup>ÖμÄÇýŋ<sup>-3</sup>İĐò;£Ööμ½ÖâÖÖÇé;öË±  
£¬Ó;ÖëÓ<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»ıöÖÄÓÚ½úÖÄ D3D Ó<sup>2</sup>/<sub>4</sub>p¼ÖËÜμÄ,  
'Ñ;ıð£¬Ö<sup>2</sup>ĐíÄúı<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>úÖÄ;££<sup>-2</sup>İ¼ú Ëı'úÄ¬ËİĐĐİ<sup>3</sup>;££©

**±f'æÐĀĭç**

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

- µŸ»÷j°±f'æËùÓÐÐĀĭç;±°'ĀŸjƒËùÓÐÐ³µĀÐĀĭçŋ¼½«±f'æµ½ÓĀ»§ËùŊjĭ»ÖĀ°ĀĀû³ÆµĀĀ¼pĀĭjƒ

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

- ÓÚj°Still Stuck?j±Ö³Ēĭƒ¬µŸ»÷j°±"æj±ƒ¬½«³öĬj°'ĭó±"æÐĀĭç  
j±ŋŌ»°¿òjƒËäËËËùÓÐ±ØÖªËý³¼Yƒ¬µŸ»÷j°·çĒĭj±jƒ½«ÓÚÁÚÊ±Ā¿Ā¼ƒ"ÁýËçƒ¬C:\Windows\Tempƒ©ÖÐ  
'½"Ō»öĀĀª Dxinfo.txt µĀĀ±¼Ā¼pƒ¬ĭ¬Ë±ĬÖË¼Ō¼ÇËĀ±¼°¿ÚŌÐjƒ  
'ËĀ¼p²»½ð°üº¬²ÉÓĀËĒËö·½·"ÊÖ¼µĀÐĀĭçƒ¬»¹°üº¬ËùËäËËµĀ,öËËÐĀĭç°ĭÆäËËÐĀĭçjƒ

## ±",æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX xé¼p»ðçýŋĪ³ĪððÓĐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀāĪμ£Ī²Ī¼û  
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ;ā·çĒĪ°æ±¾¼½ðĐÉĪ¼p;ā·  
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ;£

## ×çŌâ

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

## ► ĪĪ¹ýμç×ŌŌÊ¼p±",æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌĐμ¥»÷;°±",æ;±;£
2. ĪĪĐ´;°´ĪŌ±",æĐĀĪç;±ŋŌ»°;ðμĀĒùŌĐĪà¹Ø²;·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;ā;£
4. ´Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°,´ŌÆ;±£¬½«Ē»ĪĀŪĒŸ,  
´ŌÆμ½¼ðĪù°āŌĐ;£
5. ŌŪŌÊ¼p³ĪĐðĀĪ´½"ĐĀŌÊ¼p£¬¬²ç½«¼ðĪù°āμĀĀŪĒŸŌ³Īùμ½ŌÊ¼pŌĐ;£°´μŪ 3 ²½ŌĐ¼çĪĀμĀμŌŌ·  
çĒĪŌÊ¼p;£

