

μϕ»+ι°ϊϞύϞ÷\â;±¼´ζÉ³δϊϞ°ϊϞύϞ÷\âÁÐ±ί;£

DirectX Öiŋŋi¹¼³ß

Microsoft(R) DirectX(R) Öiŋŋi¹¼³ßÄµµ°üÄ¨ÖÖiÄÖ÷là£º

- ¹ØÓÚ DirectX Öiŋŋi¹¼³ß
- xçÖâÉÁî
- ²âÉÖ DirectX xé¼p
- É;´úÄ-ÉiÐÐiª
- »¹Öçŋŋ¹³|Ðò
- ±f´æÐÁíç
- ±¨æíÉlà

È;´úĀ-ÈĪĐĐĪº

ÔÚĪμĪÉĪº×ºμĀĀ;_ōĪŌÈ¾Ē±_μĀ;_ōĪŌÈ¾;±Ō³ŌĐĒ-μŸ»÷;º½ŭŌĀ;±º´ĀŸĒ-½ŭŌĀ DirectDraw »ð
Direct3D Ō²¼p¼ŌÈŪĒ´Ēç¹ŭŌĐ¼ŌÈŪ¹ĀŪμĀ»ºĒ©;Ē½ŭŌĀ¼ŌÈŪŌ®ºŌĒ-¼ŌÈŪ¹ĀŪŌŪ¹Ō±Ō DirectX
Ō;ĪĪ¹¼βºŌŌĒ»±
Ē³Ō½ŭŌĀĒ-ÇŌĪŌÈĪŌĪŌ;ŌĀ³ĪĐðĪ¼ĪĪĐ§;ĒŌºŌĐĀĒĒŌĀŌ²¼p¼ŌÈŪĒ-ÇĒμŸ»÷;ºĒĒŌĀ;±º´ĀŸ;Ē

×çŌā

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

Ō²;ĒŌŌÈ;´úŌÉ DirectDraw Ē«ĒĒŌ;ŌĀ³ĪĐðĒĒŌĀμĀ¼āĒŌĒ±Ē
çĐĀĒμĀĒ;ĒŌ»ŌĐŌŪĀ³Đ©Ō;ŌĀ³ĪĐð³ŌĪŌÈ¾ĪĒĪĒĒ-²çĀŪĒ-ĒĪ_ĀŌ;ŌĀ³ĪĐðĒĒŌĀĒĪĪĐ§μĀĒ
çĐĀĒμĀĒĒ±Ē-²Ā;ĒŌŌ²ĒŌĀ´ĒĪ´ĒĒ©;Ē

► ĒĒŌĀÈ;´úĒçĐĀĒμĀĒĒº

1. ŌŪ;ºStill Stuck?;±Ō³ĒĪĒ-μŸ»÷;ºOverride;±º´ĀŸ;Ē
2. ŌŪ;ºOverride DirectDraw Refresh Behavior;±ĪŌ»º;çðĒ-Ū;Ōñ±à¼çð²çĪ¹¼āĒĒŌĒ±¼ŭĒĒŌĐĐ§μĀĒ
çĐĀĒμĀĒ;Ē´ĒĒ±Ē-;ºOverride Value;±Ū;Īº´ĀŸ½«±»×ŌĪŪŪ;ŌĐ;Ē
3. μŸ»÷;ºĒ·Ī;±;Ē

► Ē;ĪŭÈ;´úĒçĐĀĒμĀĒĒ-²çŌĒĐĪ DirectDraw Ō;ŌĀ³ĪĐð×ŌĐĐĒĒŌĀĒ 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) Ōïŋİ¹κ³/₄ßÔÊĐíÓÄ»§»¹Ō-
½İŌçμÄÖðÆμóÍÉÓÆμÇýŋ⁻³İĐò;£ŌâÒ²ĐíÊÇ½â³/₄öÇýŋ⁻³İĐò²»¼æÈÝÍÊİà×îºÄμÄ°ì.``;£
Ëç¹ú;°Still Stuck?;±ÊðĐŌŌ³Éİ³öİŌ;°Restore;±°'Ä¥£¬Ōð;ÉŌŌμ¥»÷'Ë°'Ä¥ŌËĐĐ DirectX °²×°³İĐò;£
DirectX °²×°³İĐòÓĐÁ½,ö°'Ä¥£¬¼'ı°Restore Audio Drivers;±óı°Restore Display Drivers;±
;£μ¥»÷ÆäÖĐËİŌ»°'Ä¥ŋ¼¼½«»¹ŌŌÚİμİ³ŌĐ°²×° DirectX Ê±±»İæ»»μÄÇýŋ⁻³İĐò;£Ëç¹úÄ³,ö°'Ä¥
±»½úŌÄ£¬Ōð±İÄ÷Ä»ŌĐ;ÉŌŌ»¹ŌμÄÇýŋ⁻³İĐò;£Ōöμ½ŌâŌŌÇé;öË±
£¬ŌıŌëŌ²/₄p³§ÉİÄ³İμ£¬ŌŌ»ñË;×İĐÄμÄÇýŋ⁻³İĐò;£
DirectX °²×°³İĐò»İá¹©Ō»ıöŌÄŌÚ½úŌÄ D3D Ó²/₄p¼ŌËÛμÄ,
'Ñ;ıð£¬Ō²ĐíÄúí⁻¹ýŌïŋİ¹κ³/₄ßŋŌ»°;đòŌŌİé³É'Ëİ¹/₂úŌÄ;££⁻²İ¼ú È;ı'úÄ¬ËİĐĐİ³;££©

±f'æÐĀĭç

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

- µŕ»÷ĭ°±f'æËùÓÐÐĀĭç;±°'Áŕ;ƒËùÓÐÓ³µĀÐĀĭçŋ¼½«±f'æµ½ÓÁ»§ËùŊĭĭ»ÖĀ°Āû³ÆµĀĀ¼pĀĭ;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 µĀĀ±¼Ā¼pƒ→ĭ→Ë±ĭÖË¼ÓÚ¼ÇËĀ±¼°¿ÚÖÐ;ƒ
'ËĀ¼p²»½ð°üº→²ÉÓĀËĭËö·½·"ÊÖ¼µĀÐĀĭçƒ→»¹°üº→ËùËäËËµĀ,öËËÐĀĭç°ĭÆäËËÐĀĭç;ƒ

±", æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀîÊîâÓë DirectX ×é¼þ»ðçýŋĪ³ĪððÓÐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀāĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚĒ¹ŌĀ,ĀŌĪŋĪ¹¼βμĀ¿ā·çĒĪ°æ±¾¼½ØÐÉĪ¼þ¿ā·
çμĀĒĒÖ±£¬¿ĒÉŌŌĪĪ¹ýμç×ŌŌĒ¼þ±", æîÊîâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼¼βμĀ¿ā·çĒĪ°æ±¾¼;£²ç²»ĒĒŌĀŌŪĒùŌÐŌĀ»§;£

► ĪĪ¹ýμç×ŌŌĒ¼þ±", æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌÐμ¥»÷;°±", æ;±;£
2. ĪĪð´;°´ĪŌ±", æÐĀĪç;±ŋŌ»°¿ðμĀĒùŌÐĪà¹Ø²¿·Ō£¬ĒĒ»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬,ø³ðĒù
´½"μĀĪĀ±¾¼Ī¼þμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌĒ¼þμØŌ·;£çĒ¼çĪĀμç×ŌŌĒ¼þμØŌ·;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼þ½«±»°¼çĒĀ±¾¼;±´ð¿;£
4. ´Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬ŊĪŌŋ;°Ē«ŊĪ;±£¬ĒĒ»°óŊĪŌŋ;°´ŌÆ;±£¬½«Ē¿ĪĀŪĒŸ,
´ŌÆμ½¼ðĪù°āŌÐ;£
5. ŌŪŌĒ¼þ³ĪððĀĪ´½"ÐĀŌĒ¼þ£¬¬²ç½«¼ðĪù°āμĀĀŪĒŸŌ³Īùμ½ŌĒ¼þðÐ;£°´μŪ 3 ²½ŌÐ¼çĪĀμĀμØŌ·
çĒĪŌĒ¼þ;£

