

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
£ñ²çÄÜ¹»²âÊÔÉùððᵠĪ¼ᵠĪÊâ³öĪ£ĪñÊ±»¹¿ÉÒÔÓÃÓÚ½ûÓÃ³Ð©Ó²¼p¼4ÓËÛ¹ĪÄÜĪ£

¿ÉÒÔÊ¹ÓÃ´Ê¹κ¾βÊÔ¼⁻ᵠÃĪç£ñÒÔ±ãÔÚĪ´ðÖ§³Öμç»°Ê±Īá¹©, ØĪà¹Ø¼¼ÊðÊËÔ±£ñ»¹¿ÉÒÔ±£
´æÊ¹ÓÃ, Ī¹κ¾βÊÔ¼⁻μ½μÃᵠÃĪç²ç½«ÆäÔ³Īùμ½μç×ÓÓÊ¼pÖÐĪ£

ᵠÃĪç·ÖŋĪàò³ĪÔÊ³¼Ī£Ê¹ÓÃÒÔĪÃ³ÖÖ·½.´¿ÉÒÔ·Ô³£ᵠ

- μ¥»÷²»ĪñμÃÑĪĪ¿Ī´Ī£
- μ¥»÷ĪᵠÃÓ»Ô³Ī±°´Ã¥Ī£
- μ±ÊâÊë½¹μä¼⁻ÖÐÓÚÃ³, öÑĪĪ¿Ī´ÉĪÊ±£ñ°´Īð×ó¼ýĪ·¼ü»ðĪðÓÔ¼ýĪ·¼üĪ£

×çÔâ

- ĪÔ¿´ÄÜ´æ´óÐĪÖ®ÀμÃᵠÃĪç¿ÉÄÜÊÇ½üËÆÖμĪ£

xçÒáĒĀî

Èç¹ûŒĒĐĐ DirectX Ó;ŌĀ³îĐđĒ±³õĪŌĪĒĪâĒ→DirectX ŌĪŲĪ¹π³/₄β₂ÉŌŌ°ĪŌúĀúŌŌ³ò²úÉúĪĒĪμĀ, ùŌ
'ĪĪĀĀæĒÇŌ»Đ©ĐèŌ²×çŌâμĀĪĒĪâĒ°

▪ **DirectX xé¹/₄p°æ±³/₄ĪŌ;ĒŌŪ;** DirectX ĪĀ¹/₄p;±Ō³μĀ;°×çŌâ;±²Ķ·ŌĒ→²éŌŌ¹ŌŌŪ Beta
ĪĀ¹/₄p⁹Īμ÷ĒŌĪĀ¹/₄pμĀ³/₄~, æ;ĒBeta

ĪĀ¹/₄pĒÇŌçĒĪŪ²âĒŌ°æ±³/₄Ē→Çè²»Ō²ŌèĒĪŌĀ³îĐđŌ»Ēè²×°;Ēμ÷ĒŌ°æ±³/₄Ō»°ăŌĀŌŪ³îĐđŌ;â·ç
Ē→²»Ō²Ī×ĪŌŌ²úĒ·Ō»Ī→²×°Ē→ĪŌđĒ→¹/₂«'Ō

'Ō¹/₂μĪŌ;ŌĀ³îĐđμĀŌĒĐĐĒŪĪĒĒ→Ē¹ĒăŌŲŌŲĪĪŌŪŌŪ×é¹/₄pĀăĒŪ°æĪĀμĀŌĒĐĐĒŪĪĒĒ;Ē

▪ **Ī¹/₄Ē·ĒĪμĀÇŲĪ⁻³îĐđ;ĒŌŪ;** DirectX ÇŲĪ⁻³îĐđ;±Ō³μĀĪĀ¹/₄pĀĐ±ĪŌĐĒ→²éŌŌ±é¹/₄ÇĪĪ¹/₄-
Ē·ĒĪμĀÇŲĪ⁻³îĐđ;ĒĒăĒĪĒĪâ»ăĪŌĒ³/₄ŌŪ;°ĪŌĒ³/₄±;ç;°ĒŪŌđ;±⁹Ī;°ĒăĒĒ;±Ō³μĀ;°×çŌâ;±²Ķ·ŌĪĪ¹/₄-
Ē·ĒĪμĀÇŲĪ⁻³îĐđĒĒĪ'ŌĒ Microsoft Ōè×ĪĐĀ°æ±³/₄μĀ DirectX ¹/₂ŌĐĐĪĒĒ«¹/₄æĒŲŌŌ²ăĒĒ;Ē

▪ **Ē±ĒŪŌ²/₄p¹/₄ŌĒŪ;ĒĒĒ**ĒĒ»ŌĐ DirectDraw(R) »Đ Direct3D(R)

Ō²/₄p¹/₄ŌĒŪĒ→ŌĐĐ©³îĐđŌŌĒĐĐĒŪĪĒĒŪĀŲĒ→ĒđŌĀĪĪ·"ŌĒĐĐ;ĒŌŪ;°ĪŌĒ³/₄±Ō³μĀ;°DirectX ¹/₄ĪŪ;±Ē→²éĶ'
DirectDraw »Đ Direct3D ĒÇ·Ī±»±é¹/₄ÇĪĪ;°²»ĪŪ¹/₄ŌĒŪ;±;ĒĒĒŪ±»±é¹/₄ÇĪĪ;°²»ĪŪ¹/₄ŌĒŪ;±

Ē→Çè;¹/₄ĀÇŌ²/₄pĒŲ¹/₄Ī;Ē

▪ **Ēè± ĪĀ→¹/₂Ō;ĒĒĒ**ĒĒŪŌĪĪ·Ē»ĐĒăĒĒĒăĒĒĒĒĒ±, Ā»ŌĐĪŌ;Ē→ĶĒĪŪĒÇŌđĪ²×°²»ŌŲĒ·ĒÇĒĒ·ĒĪ DirectX
ŌĪŲĪ¹π³/₄βμĀ;°ĒăĒĒ;±Ō³ŌĐĒÇ·ĪŌŪ²→, ĀĒĒ±, ĪĒĒĒŪ²»Ū⁹→Ē→ÇĒĪ¹Ų;°ĶŌŌĒĒæ°ă;±Ī¹/₄Ō, ĀĒĒ±, ĪĒ

2âÊÔ DirectX xé¼þ

¿ÉÒÔÓÚËÏÓëĭμĭ3ĭàÁ-μÄ¼àÊÓÆ÷Éĭ²âÊÔ DirectDraw 9ĭ Direct3D£-ÔÚËĭ9ĭ²ĭĎĭËä³ðÉè±,Éĭ²âÊÔ
DirectSound(R)£-ÔÚËĭ9ĭÔðÆμĭË¿ÚËĭ²âÊÔ DirectMusic(TM)ĭ;£

μ¥»÷ĭ°²âÊÔĭ±°´Á¥£-ÔÄĭÁĭÔÊ¾μÄËĭ9ĭĎĭĀĭç£-¼àÊÓ»ð¼àĭý²âÊÔ¹ý³ĭ;£²çËÄ²âÊÔ¹ý³ĭÔ»Ô±ÑÓĐØĭÄË¥
£-Ô±μ½³ðĭÖĭáÊ¾ĎĭĀĭç£-ÑĭĭË²âÊÔÊÇ·ñ³É¹ĭ;£ËÇ¹ú»Ø´ðĭ°²»ĭ±£-½«²»ÔÚ½ØĐĐ²âÊÔĭ;£

ĭÔÓÚ

DirectMusic£-Ô»Đè½ØĐĐÔ»´ĭ¼ðμ¥μÄ²âÊÔĭ;£ËÇ¹úÄúĭÔÖâĭĭÔðÀÖμÄÏýË²¥·Á,Đμ½ÄúÔâ£-»ðÕßËäË»
Ä»ÓĐÏýË²¥·Áμ«ÄúÔ²¾ðμÄ¿ÉÔÔ£-Ô»Đèμ¥»÷ĭ°Ë·ĭĭ;±ĭ;£

±£´æĐĀĭçÊ±²ç²»°üº-²âÊÔ½á¹úĭ;£

È; 'úÄ-ÈÏÐÍº

ÓÚíµí³Éí°² × ° µÄÄ; òíÔÉ¾Éè±, µÄ; °íÔÉ¾; ±Ô³ÖÐ£-µ¥» ÷; °½úÔÄ; ±°´Ä¥£-½úÔÄ DirectDraw »ð
Direct3D Ó²¼µ¼ÔËÙ£´Éç¹úÔÐ¼ÔËÙ¹ÄÛµÄ»°£ ©; £½úÔÄ¼ÔËÙÖ®°ó£-¼ÔËÙ¹ÄÛÓÙ¹Ø±Ö DirectX
Ô; ¶í¹¾³¾ºóÔÄË»±
£³Ô½úÔÄ£-ÇÒ¶íÔËí°íÔ; ÓÄ³íÐð¶¼íÐ§; £ÔºØÐÄÆðÓÄ²¼µ¼ÔËÙ£-Çèµ¥» ÷; °ÆðÓÄ; ±°´Ä¥; £

×çÒà

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

Ò²; ÉÔÖÈ; 'úÓÉ DirectDraw È«ÆÁÓ; ÓÄ³íÐðÉèÖÄµÄ¼àÉÓÆ÷È
çÐÄÆµÄË; £Ö»ÓÐÓÚÄ³Ð©Ó; ÓÄ³íÐð³òíÔË¾¼Éíà£-²çÄÛÈ-Èí, ÄÓ; ÓÄ³íÐðÉèÖÄÄËíÐ§µÄË
çÐÄÆµÄËË±£-²Ä; ÉÔÖ²ÉÓÄ´Èí´èÈ©; £

► ÉèÖÄÈ; 'úËçÐÄÆµÄË£º

- ÔÚ; °Still Stuck?; ±Ô³Éí£-µ¥» ÷; °Override; ±°´Ä¥; £
- ÔÚ; °Override DirectDraw Refresh Behavior; ±¶íÖ»°; ¿ð£-Ñ; Ôñ±à¼¿ð²çí²¼àÉÓÆ÷¼üÈèÓÐ§µÄË
çÐÄÆµÄË; £´ÈË±£-; °Override Value; ±Ñ; í°´Ä¥½«±»×Ô¶íÑ; ÔÐ; £
- µ¥» ÷; °È·¶í; ±; £

► È; íúÈ; 'úËçÐÄÆµÄË£-²çÔËÐí DirectDraw Ó; ÓÄ³íÐð×ÔÐÐÉèÖÄË çÐÄÆµÄË£º

- ÔÚ; °Still Stuck?; ±Ô³Éí£-µ¥» ÷; °Override; ±°´Ä¥; £
- ÔÚ; °Override DirectDraw Refresh Behavior; ±¶íÖ»°; ¿ð£-Ñ; Ôñ; °Ä-ÈíÖµ; ±Ñ; í°´Ä¥; £
- µ¥» ÷; °È·¶í; ±; £

»¹ÔÇýŋŋ³İĐò

ÔÚÓĐĐ©ÄäÖÄİÄ£¬DirectX(R) Ōİŋŋ¹¼ßÔÊĐÍÓÄ»§»¹Ô-
½İÔçµÄÖðÆµŋÍÊÓÆµÇýŋŋ³İĐò;£ŌâÒ²ĐÍÊÇ½â¾ôÇýŋŋ³İĐò²»¼æÈÝÍÊİà×İºÄµÄºİ·İ;£
Ëç¹ú;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;£Ëç¹úÄ³,öº'Ä¥
±»½úŌÄ£¬Ōð±İÄ÷Ä»ŌĐ;ÉŌŌ»¹ŌµÄÇýŋŋ³İĐò;£Ōöµ½ŌâŌŌÇé;öË±
£¬Ō;ŌËŌ²¼p³§ËİÄ³İµ£¬ŌŌ»ñË;×İĐÄµÄÇýŋŋ³İĐò;£
DirectX º²×º³İĐò»¹á¹©Ō»½,öŌÄŌÚ½úŌÄ D3D Ó²¼p¼ŌËÛµÄ,
'Ŋ;ı;ð£¬Ō²ĐÍÄÚİ¹ıŸŌİŋŋ¹¼ßŋŋŌ»º;ðŌŊİê³É'Ëİ½úŌÄ;££'²İ¼ú 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'ĭó±"æÐĀĭç
j±ŋŌ»º¿ò;ƒËäËËËùÓÐ±ØÖºËý¼Yƒ→µŕ»÷jº·çÉĭ;±jƒ½«ÓÚÁÚÊ±Ā¿Ā¼ƒ"ÁýËçƒ→C:\Windows\Tempƒ©ÖÐ
'½"Ö»öĀûº Dxinfo.txt µĀĀ±¼Ā¼pƒ→ĭ→Ê±ĭÖË¼Ó¼ÇËĀ±¼º¿ÚÖÐ;ƒ
'ËĀ¼p²»½ºº→²ÉÓĀËĭËº·½·"ÊÖ¼µĀÐĀĭçƒ→»¹ºËù→ËùËäËËµĀ,öËËÐĀĭçºĭÆäËËÐĀĭç;ƒ

±", æîÊîâ

Èç¹ûÈ·ÈÏ³ðĪÖμĀĪÊĪâÔë DirectX ×é¼þ»ðçýŋĪ³ĪððÓĐ¹Ø£¬ÇëÖë Microsoft ¼¼ÊðÖ§³ÖĀĪμ£Ī²Ī¼û
Microsoft(R) Windows(R) °ĪÖúμĀÖÉĀŊ½â´ð£©;£ŋŌŌÚÊ¹ŌĀ, ĀŌĪŋĪ¹¼βμĀ;â·çĒĪ°æ±¾¼½ØĐĐĒĪ¼þ;â·
çμĀÊËŌ±£¬;ĒŌŌĪĪ¹ýμç×ŌŌÊ¼þ±", æîÊîâ;£

×çŌâ

- 'ĒĒμĀ÷½ðĒĒŌĀŌŪ'Ē¹¼¼βμĀ;â·çĒĪ°æ±¾¼;£²ç²»ĒĒŌĀŌŪĒùŌĐŌĀ»§;£

► ĪĪ¹ýμç×ŌŌÊ¼þ±", æîÊîâ£°

1. ŌŪ;°Still Stuck?;±Ō³ŌĐμ¥»÷;°±", æ;±;£
2. ĪĪĐ´;°´ĪŌ±", æĐĀĪç;±ŋŌ»°;ðμĀĒùŌĐĪà¹Ø²;·Ō£¬Ē»°óμ¥»÷;°·çĒĪ;±;£
3. ½«³ðĪŌŌ»ĪðĪŪĪç£¬, ø³ðĒù
´½"μĀĪĀ±¾¼Ī¼þμĀĪéŌŪĀ·¾ŋŌŌ¼°μç×ŌŌÊ¼þμŌŌ;£çĒ¼çĪĀμç×ŌŌÊ¼þμŌŌ;£μ¥»÷;°Ē·ŋĪ;±
;£Ēæ°ó£¬¬Dxinfo.txt ĪĪ¼þ½«±»°¼çĒĀ±¾¼;±´ð;â;£
4. ´Ō;°¼çĒĀ±¾¼;±μĀ;°±à¼;±²Ēμ¥£¬Ŋ;Ōñ;°Ē«Ŋ;±£¬Ē»°óŊ;Ōñ;°, ´ŌÆ;±£¬¼«Ē«ĪĀŪĒŸ,
´ŌÆμ¼¼ðĪù°âŌĐ;£
5. ŌŪŌÊ¼þ³ĪĐðĀĪ´½"ĐĀŌÊ¼þ£¬¬²ç½«¼ðĪù°âμĀĀŪĒŸŌ³Īùμ¼ŌÊ¼þŌĐ;£°´μŪ 3 ²½ŌĐ¼çĪĀμĀμŌŌ·
çĒĪŌÊ¼þ;£

