

f w f < f v f g f s f b f N , ì ^ ê — — , ð • \ Ž ! , , é , É , [□ A [f w f < f v] , ì [f g f s f b f N , ì Ç Æ Ÿ □ ð] , ð f N f Š f b f N , μ , Ä , , ¾ , ³ , † □ B

DirectX

Microsoft® DirectX®

DirectX

-à'è.ìĈ^ö,đ"Á'è,.é

DirectX fRf"fi"flf"fg.ìfefXfg.đs,æ

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fhf%oCfo,đ•œĈ³,.é

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DirectX 11.1

DirectX® 11.1 is a collection of APIs for rendering 3D graphics and audio. It includes the Direct3D 11 API for graphics, the DirectSound and DirectMusic APIs for audio, and the DXGI and DWM APIs for window management and display. DirectX 11.1 is designed to be a unified API for all Windows operating systems, including Windows 7, Windows 8, and Windows 8.1. It is also designed to be a unified API for all Windows hardware, including desktop PCs, laptops, and tablets. DirectX 11.1 is a significant update to the DirectX 11 API, adding new features and improving performance. Some of the new features include:

- Improved performance and scalability for rendering large scenes.
- Support for multi-view rendering, which allows for rendering multiple views of a scene simultaneously.
- Support for multi-plane rendering, which allows for rendering multiple planes of a scene simultaneously.
- Support for multi-viewport rendering, which allows for rendering multiple viewports of a scene simultaneously.
- Support for multi-threaded rendering, which allows for rendering a scene using multiple threads.
- Support for multi-adapter rendering, which allows for rendering a scene using multiple graphics adapters.
- Support for multi-adapter multi-plane rendering, which allows for rendering multiple planes of a scene using multiple graphics adapters simultaneously.
- Support for multi-adapter multi-viewport rendering, which allows for rendering multiple viewports of a scene using multiple graphics adapters simultaneously.
- Support for multi-adapter multi-threaded rendering, which allows for rendering a scene using multiple threads and multiple graphics adapters simultaneously.
- Support for multi-adapter multi-view multi-plane rendering, which allows for rendering multiple views of a scene using multiple graphics adapters simultaneously.
- Support for multi-adapter multi-view multi-viewport rendering, which allows for rendering multiple views of a scene using multiple graphics adapters simultaneously.
- Support for multi-adapter multi-view multi-threaded rendering, which allows for rendering a scene using multiple threads and multiple graphics adapters simultaneously.
- Support for multi-adapter multi-view multi-plane multi-viewport rendering, which allows for rendering multiple planes of a scene using multiple graphics adapters simultaneously.
- Support for multi-adapter multi-view multi-viewport multi-threaded rendering, which allows for rendering a scene using multiple threads and multiple graphics adapters simultaneously.
- Support for multi-adapter multi-view multi-plane multi-viewport multi-threaded rendering, which allows for rendering a scene using multiple threads and multiple graphics adapters simultaneously.

DirectX 11.1 is a significant update to the DirectX 11 API, adding new features and improving performance. It is designed to be a unified API for all Windows operating systems and hardware, making it easier for developers to create applications that run on a wide range of Windows devices. DirectX 11.1 is a key component of the Windows 8 operating system, and it is also supported by Windows 7 and Windows 8.1. It is a powerful and flexible API that provides a wide range of features and capabilities for rendering 3D graphics and audio. DirectX 11.1 is a significant update to the DirectX 11 API, and it is a key component of the Windows 8 operating system.

-â'è,ìĈ'ö,ð'Á'è,-,é

DirectX fAfvfŠfP[fVf#f", ìŽÀ[s't,É-â'è,ª"□¶,μ,½□ê□#,í□ADirectX □f'ffc□[f<,ðŽg,α,Æ-â'è,ìĈ'ö,ð'Á'è,À,«,Û,·□BŽŸ,ì,æ,α,É-â'è,ª,È,ç,©Šm"F,μ,Ä,,¾,³,ç□B

□ ĈÈ,Á,½fo□[fWf#f", ì DirectX fRf"fí□[fif"fgo□B[DirectX ftf@fCf<] f^fu,ì ['□^Ó) ,Á□AfX□[f^ ftf@fCf<,âfffofbfO ftf@fCf<,ÉŠÖ,·,éĈEx□□,ª,È,ç,©Šm"F,μ,Ä,,¾,³,ç□BfX□[f^ ftf@fCf<,í□%Šú,ìfexfg— pfo□[fWf#f", Á□A□α—pfAfvfŠfP[fVf#f",Æ<α,ÉfCf"fXfg□[f<,·,×,«,à,ì,Á,í, ,è,Û,¹,ñ□BfffofbfO fo□[fWf#f", ìfvf□fOf%of€ ,ðŠ] ,·,é□Û,ÉŽg,í,è,éftf@fCf<,Á□A,±,è,à□Á□□»·i,Æ<α ,ÉfCf"fXfg□[f<,·,×,«,à,ì,Á,í, ,è,Û,¹,ñ□BfffofbfO fo□[fWf#f", ìfRf"fí□[fif"fgo,ªfCf"fXfg□[f<,³,è,Ä,ç ,é,Æ□A□»·i"Á,ªfCf"fXfg□[f<,³,è,Ä,ç,é□ê□#,æ,è,àfAfvfŠfP[fVf#f", ìŽÀ[s't—"x,ª'á•□,É'á%º,·,é,±,Æ,ª, ,è, Û,·□B

□ "F'è,³,è,Ä,ç,È,çfhf%ofCfo□B[DirectX fhf%ofCfo] f^fu,ìftf@fCf<,ì^ê—,Á□A-ç"F'è,ðŽì,·f}□[fN,ª\ Žì,³,è,Ä,ç,éfhf%ofCfo,ª,È,ç,©Šm"F,μ,Ä,,¾,³,ç□B[fffBfXfvfĈfC]□A[ftfEf"fh]□A,·,æ,Ñ ["ü—í] f^fu,ì ['□^Ó) ,É,à□A,» ,ì¼,ì-â'è,ªŽì,³,è,Ä,ç,é□ê□#,ª, ,è,Û,·□B-ç"F'è,ìfhf%ofCfo,í□A□Á□Vfo□[fWf#f", ì DirectX ,ÆŠ@'S,ÉĈŸŠ·□<,ª, ,é,©,ç,α,©,ðf}fCfNf□[ftfg,É,æ,Á,Äfexfg,³,è,Ä,ç,Û,¹,ñ□B

□ fn□[fhfEfFfA fAfNfZf%ofĈ□[f^,ìĈ#f"@□B^è•", ìfvf□fOf%of€,í□ADirectDraw® ,Û,½,í Direct3D® fn□[fhfEfFfA fAfNfZf%ofĈ□[f^,ª—~—p,Á,«,È,ç,Æ□AŽÀ[s't—"x,ª"ñ□í,É'á%º,·,é,©□A,Û,½,í,Û,Á,½,- "©□,μ,Û,¹,ñ□B[fffBfXfvfĈfC] f^fu,ì [DirectX,ì<@"\] ,Á□ADirectDraw ,Û,½,í Direct3D ,É "Žg—p%ºÁ"\ ,ÉfAfNfZf%ofĈ□[f^,È,μ" ,Æ•\Žì,³,è,Ä,ç,È,ç,©Šm"F,μ,Ä,,¾,³,ç□B•\Žì,³,è,Ä,ç ,é□ê□#,í□Afn□[fhfEfFfA,ìfAfbfvfOfĈ□[fh,ðĈŸ"ç,μ,½,Û,α,ª,æ,ç,©,à,μ,è,Û,¹,ñ□B

□ fffofCfX,ª□Ú'±,³,è,Ä,ç,È,ç□BfWf#fCfXfefBfbfN,È,ç,ì"ü—ífffofCfX,ª%ºž"š,μ,È,ç□ê□#□A□³,μ,- fZfbfgfAfbfv,³,è,Ä,ç,È,ç%ºÁ"\□<,ª, ,è,Û,·□B,»,ìfffofCfX,ª□ADirectX □f'ffc□[f<,ì ["ü—í] f^fu,É•\Žì,³,è,Ä,ç ,é,©,ç,α,©Šm"F,μ,Ä,,¾,³,ç□B•\Žì,³,è,Ä,ç,È,ç□ê□#,í□Afrf"fgo□[f< fpo]f<,ðŽg,Á,ÄfffofCfX,ð'ç %ºÁ,μ,Û,·□B

DirectX fRf“f|□[flf“fg,lfefXfg,đ□s,κ

DirectX □f’ffc□[f<,đŽg,Á,Ä□AfVfXfef€É□Ú’±,³,ê,Ä,ç,éŠef,fjf^,Á,ì DirectDraw ,”,æ,Ñ Direct3D
,lfefXfg□AŠe WAVE □o—ÍfffofCfX,Á,ì DirectSound® ,lfefXfg□A,”,æ,ÑŠef~f...□[fWfbfN f|□[fg,Á,ì
DirectMusic™ ,lfefXfg,đ□s,κ,±,Æ,ª,Á,«,Ü,·□B

[lfefXfg] ,đfNfŠfbfN,·,é,Æ□Af□fbfZ□[fW,ª\Ž!,³,ê,½CEã□Af,fjf^,â□o—
ÍfffofCfX,ÁfefXfg,ªŽÀ□s,³,ê,Ü,·□BfefXfg,ª□—CE÷,μ,½,©,Ç,κ,©,đŠm”F,·,é□fbfZ□[fW,ª\
Ž!,³,ê,é,Ü,Á□A,»ê,¼,ê,lfefXfg,đŽÀ□s,³,¹,Ü,·□B[,ç,ç,¡]
,đfNfŠfbfN,μ,½□ê□#,í□A,»ê,ê^É□āfefXfg,ÍŽÀ□s,³,ê,Ü,¹,ñ□B

DirectMusic ,ì□ê□#,í□A’P^ê,lfefXfg,ª□s,í,ê,Ü,·□B%%o’t,³,ê,½%o¹Šy,É-â’è,ª,È,ç□ê□#□A,Ü,½,í□³,μ,%o
%o’t,³,ê,È,ç□ê□#□A’P,É [OK] ,đfNfŠfbfN,μ,Ü,·□B

□î•ñ,đ•Ú’¶,μ,Ä,à□AfefXfg,ìCE<%oÊ,í•Ú’¶,³,ê,Ü,¹,ñ□B

Šù'è,ì"®ì,ð•ïX,·,é

fVfXfeJÉ,ÉfCf"fxfg[]f<,³,è,Ä,ç,éŠefffBfXfvfCEfC fffofCfX,É'í,·,é [fffBfXfvfCEfC] fy[]fW,Ä [-³CEø]
,ðNfŠfbfN,·,é,Æ[]ADirectDraw ,Ü,½,í Direct3D (—~—p%Ä"\,É[]é[]#) ,ìfn[]fhhfEJfFA fAfNfZf%ofCE[]f^,ð-
³CEø,É,·,é,±,Æ,ª,Ä,«,Ü,·[]B-³CEø,É,µ,½fAfNfZf%ofCE[]f^,í DirectX []f'ffc[]f<,ð[]—
¹,µ,½CEä,à,»,ì,Ü,Ü,Ä[]AfAfVfŠfP[]fVf#f", ©,ç—~—p,·,é,±,Æ,í,Ä,«,Ü,¹,ñ[]BfAfNfZf%ofCE[]f^,ð,à,æ"è"x—
LCEø,É,·,é,É,í[]A[-LCEø] fNfŠfbfN,µ,Ü,·[]B

'[] : DirectDraw fAfNfZf%ofCE[]f^,ð-³CEø,É,·,é,Æ[]ADirect3D ,ìfAfNfZf%ofCE[]f^,à-³CEø,É,È,è,Ü,·[]B

,Ü,½[]ADirectDraw ,ì'S%æ-È•\žìfAfVfŠfP[]fVf#f"Žg—pŽž,ìf,ffj^,ìfŠftfCEfbfVf... fCE[]fg,ð•ïX,·,é,±
,Æ,à,Ä,«,Ü,·[]B,±,ì•ï[]X,í[]A"Á'è,ìfAfVfŠfP[]fVf#f", ÄfffBfXfvfCEfC,ÉŠÖ,·,é-à'è,ª"[]¶,µ,Ä,ç
,Ä[]A,»,ìfAfVfŠfP[]fVf#f",ª-³CEø,ÉfŠftfCEfbfVf... fCE[]fg,ðŸ'è,µ,Ä,ç,é,ÆŽv,í,é,é[]³"-,É—[]—
R,ª, ,é[]é[]#f,É,¾,¬[]s,Ä,Ä,¾,¾,ç[]B

▶ **fŠftfCEfbfVf... fCE[]fg,ð•ïX,·,é,É,í**

1. [,»,è,Ä,à-à'è,ª%øðCE^,µ,È,ç[]é[]#] f^fu,Ä[]A[[]ä[]',«] ,ðfNfŠfbfN,µ,Ü,·[]B
2. [DirectDraw fŠftfCEfbfVf... fCE[]fg,ì[]ä[]',«] f_fCfAf[]fO f{fbfNfX,ÄfGfffBfbfg
f{fbfNfX,ð'í'ð,µ[]Af,ffj^,É'í,µ,Ä—LCEø,ÉfŠftfCEfbfVf... fCE[]fg,ð"ü—í,µ,Ü,·[]B,±,ìf{fbfNfX,É'í,ð"ü—
í,·,é,Æ[]A[[]ä[]',«'í] ,ªŽ©"®"í,Éfjf",É,È,è,Ü,·[]B
3. [OK] ,ðfNfŠfbfN,µ,Ü,·[]B

▶ **fŠftfCEfbfVf... fCE[]fg,ì•ïX,ðžæ,è[]Á,µ,Ä[]ADirectDraw fAfVfŠfP[]fVf#f",ª"ÆZ©,ìfŠftfCEfbfVf... fCE[]fg,ðŸ'è,Ä,«,é,æ,æ,æ,É,·,é,É,í**

1. [,»,è,Ä,à-à'è,ª%øðCE^,µ,È,ç[]é[]#] f^fu,Ä[]A[[]ä[]',«] ,ðfNfŠfbfN,µ,Ü,·[]B
2. [DirectDraw fŠftfCEfbfVf... fCE[]fg,ì[]ä[]',«] f_fCfAf[]fO f{fbfNfX,Ä[]A[Šù'è'í] ,ðfjf",É,µ,Ü,·[]B
3. [OK] ,ðfNfŠfbfN,µ,Ü,·[]B

fhf%ofCfo,đ•œCE³,·,é

□\□¬,É,æ,Á,Ä,Í□A DirectX® □f'ffc□[f<,Á□A^È'O,ìf□[fffBfì fhf%ofCfo,¨,æ,Ñfrfffl fhf %ofCfo,đ•œCE³,Ä,«,Ü,·□Bfhf%ofCfo,ì"ñCEÝŠ·□«,ì-â'è,ì%øCE^,É,Í□A,±,é,ª□Ä,à,æ,¢•û-@,Ä, ,é□ê□‡,ª, ,è,Ü ,·□B

[,»,é,Á,à-â'è,ª%øCE^,µ,È,¢□ê□‡] f^fu,É [•œCE³] f{f^f",ª\Ž!,³,è,Ä,¢,é□ê□‡,Í□A,± ,ìf{f^f",đfNfŠfbfN,µ□ADirectX fZfbfgfAfbfv fv□fOf%of€,đŽÀ□s,Ä,«,Ü,·□B

DirectX fZfbfgfAfbfv,É,Í□A[fì□[fffBfì fhf%ofCfo,ì•œCE³] ,Æ [fffBfXfvfCEfC fhf%ofCfo,ì•œCE³] f{f^f",ª, ,è,Ü,·□B,¢, ,è,©,ìf{f^f",đfNfŠfbfN,·,é,Æ□AfvfXfef€,É DirectX ,đfCf"fXfg□[f<,µ,½,Æ,«,É'u,«Š·,!,ç,è,½fhf%ofCfo,ª•œCE³,³,è,Ü,·□Bf{f^f",ªŽg—p%øÄ" \ ,Ä,É,¢□ê□‡,Í□A•œCE³,·,éfhf%ofCfo,ì, ,è,Ü,¹,ñ□B,»,ì□ê□‡,Í□Afn□[fhfEfffA,ì□»'¢CE³,É-â,¢□‡,í,¹,Ä□Ä□V,ìfhf %ofCfo,đ"üŽè,µ,Ä,,¾,¾,³,¢□B

DirectX fZfbfgfAfbfv,É,Í□ADirect3D fn□[fhfEfffA fAfNfZf%ofCE□]f^,đ- ³CEø,É,·,é ffbfNf{fbfNfX,à, ,è,Ü,·,ª□A ,±,é,Í□ADxDiag "à,Ä,à□s,±,Æ,ª,Ä,«,Ü,· (Šù'è,ì"®□ì,đ•í□X,·,é ,đŽQ□Æ,µ,Ä,,¾,¾,³,¢)□B

ŕî•ň,đ•Ů'ŕ,·,é

DirectX ŕf'ffcŕ[f<,žúŕW,μ,½ŕî•ň,đ•Ů'ŕ,·,é,É,ÍŕA2 ,Á,ì•ù-@,ª, ,è,Ů,·ŕB

ŕ [ŕî•ň,đ,·,×,Ä•Ů'ŕ] ,đfNfŠfbfN,μ,Ů,·ŕB,·,×,Ä,ìfyŕ[fW,ìŕî•ň,ªŕAZw'è,μ,½ŕêŕŠ,É, ,éŽw'è,μ,½-¼'O,ìftf@fCf<,É•Ů'ŕ,ª,è,Ů,·ŕB

,±,ìfcŕ[f<,ìŠJ"ŽÒEü,~fšfšŕ[fX,đŽg,Á,Ä,ç,éftfgfEfFfAšJ"ŽÒ,Á, ,é,ÍŕAZÿ,ì•ù-@,đ,Æ,é,±,Æ,à,Á,«,Ů,·ŕB

ŕ [,»è,Á,à-â'è,ª%øđCE^,μ,È,çŕêŕ‡] f^fu,ÁŕA[•ňŕŕ] ,đfNfŠfbfN,μ,Ů,·ŕB[ŕáŠQ•ňŕŕ,ìŕî•ň] f_fCfAfŕfO f{fbfNfX,ª•\Ž!,ª,è,Ů,·ŕB•K-v,È,·,×,Ä,ìffŕ[f^,đ"ü-Í,μŕl,!,½,çŕA['-ŕM] ,đfNfŠfbfN,μ,Ů,·ŕB^êŽžffBfCEfNfgfŠ (,½,Æ,!,,ÍŕAC:\Windows\Temp) ,É Dxinfo.txt ,Æ,ç,ª-¼'O,ìfefLfXfg ftf@fCf<,ªŕŕŕ-ª,èŕAfŕf,' ,ÁŠJ,©,è,Ů,·ŕB,±,ìftf@fCf<,É,ÍŕA'O,ì•ù-@,ÁŽúŕW,ª,è,½ŕî•ň,ì,Ů,©,ÉŕAf_fCfAfŕfO f{fbfNfX,Á"ü-Í,μ,½CEÁŕŕŕî•ň,â,»!,¼,ìŕî•ň,ªšŮ,Ů,è,Ů,·ŕB

-â'è,ð•ñ□□,·,é

DirectX ,ìfRf“f[]f[]fg,Ü,½,ífhf%ofCfo,ÉŠÖCEW,ª, ,é,ÆŽv,í,è,é-â'è,ª”□¶,µ,½□ê□#,í□Af}fCfNf□\ftfg
fefNfjffj< ftf[]fg,É~A—□,·,é,±,Æ,ª,Ä,«,Ü,·□BfefNfjffj< ftf[]fg,Ö,ì~A—□,ì•û-@,É,Ä,ç,Ä,í□AMicrosoft®
Windows® fwf<fv,ì□ufgf%ofuf<fvf...□[fefBf“fO□v,ðŽQ□Æ,µ,Ä,,¾,¾,ç□BŠj”-
ŽÖCEü,~fŠfŠ□[fX,ì□f'ffc□[f<,ðŽg,Ä,Ä,ç,é\ftfgfEfffAŠj”ŽÖ,Ä, ,é,í□A“dŽqf□□[f<,Ä-â'è,ð•ñ□□,·,é,±,
,Æ,à,Ä,«,Ü,·□B

'□ : Žÿ,ìŽè□#,í□A,±,ìfc□[f<,ìŠj”ŽÖCEü,~fŠfŠ□[fX,É,ì,Ý“K—p,¾,è,Ü,·□B,±,ì•û-
@,í□A,·,x,Ä,ìft□[fU□[,ªŽg,ì,é,í,~,Ä,í, ,è,Ü,¹,ñ□B

► “dŽqf□□[f<,Ä-â'è,ð•ñ□□,·,é,É,í

1. [,>,è,Ä,à-â'è,ª%ðCE^,µ,È,ç□ê□#, f^fu ,Ä□A[•ñ□□] ,ðfNfŠfbfN,µ,Ü,·□B
2. [□áŠQ•ñ□□,ì□î•ñ] f_fCfAf□fO f{fbfNfX,É•K—v,È,·,x,Ä,ì□î•ñ,ð“ü—í,µ□A[—□M] ,ðfNfŠfbfN,µ,Ü,·□B
3. □ì□-,¾,è,½fefLfXfg ftf@fCf<,ìftf< fpfX,Æ“dŽqf□□[f< fAfhfCEfX,ðŽì,·f□fbfZ□[fW,ª•\Žì,¾,è,Ü,·□B“dŽqf□□[f<
fAfhfCEfX,ð□',«,Ä,~,Ä,~,«,Ü,·□B[OK] ,ðfNfŠfbfN,µ,Ü,·□Bf□f,' ,ª<N“®,¾,è□ADxinfo.txt ,ì“à—e,ª•\
Žì,¾,è,Ü,·□B
4. f□f,' ,ì [•Ò□W] f□fjf...□[ì [,·,x,Ä'í'ð] ,ðfNfŠfbfN,µ□A[•Ò□W] f□fjf...□[ì [fRfs□□]
,ðfNfŠfbfN,µ,Ü,·□Bftf@fCf<,ì,·,x,Ä,ì“à—e,ªfNfŠfbfvf{□[fh,É“ü,è,ç,è,Ü,·□B
5. “dŽqf□□[f< fvf□fOf%of€,Ä□V,µ,çf□fbfZ□[fW,ð□ì□-,µ□AfNfŠfbfvf{□[fh,ì“à—e,ðf□fbfZ□[fW-{•¶,É“\
,è•t,~,Ü,·□B,±,ìf□fbfZ□[fW,ð□AZè□# 3 ,Ä□',«,Ä,~,½fAfhfCEfX,É'—□M,µ,Ü,·□B

