

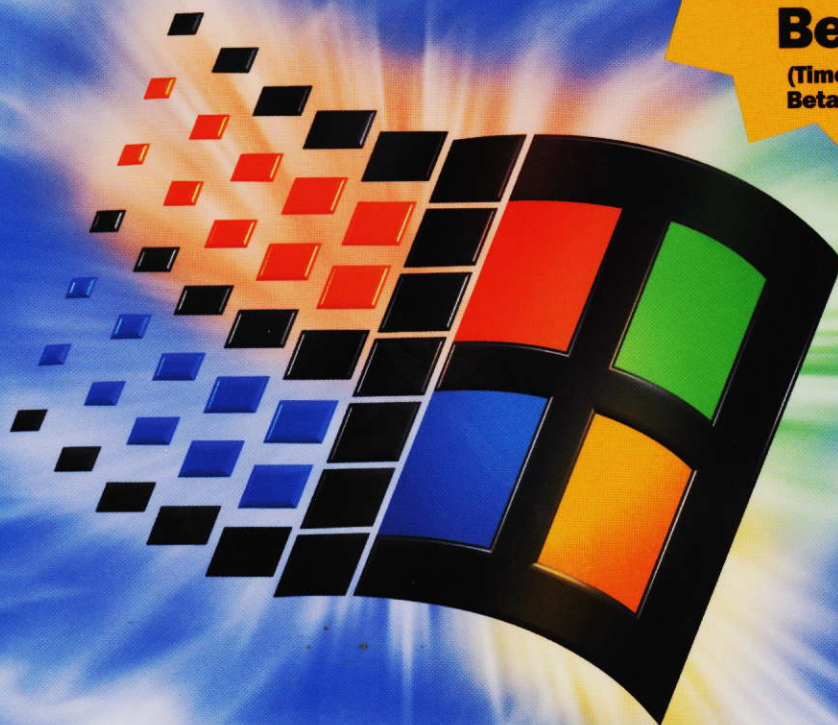
MICROSOFT® PROFESSIONAL EDITIONS

*The Technical Guide to Deploying, Configuring,
and Supporting Windows 98 in Your Organization*

**Special
Limited Edition!**

**Includes
Windows 98
Beta 3**

(Time-Limited
Beta Preview)



Microsoft®

Windows® 98

Resource Kit

B E T A R E L E A S E

Microsoft® Press

Microsoft[®]
Windows[®] 98
ResourceKit
Beta Release

Microsoft Press

PUBLISHED BY
Microsoft Press
A Division of Microsoft Corporation
One Microsoft Way
Redmond, Washington 98052-6399

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Library of Congress Cataloging-in-Publication Data

Microsoft Windows 98 Resource Kit, Beta Release / Microsoft Corporation.

p. cm.

Includes index.

ISBN 1-57231-878-3

1. Microsoft Windows (Computer file) 2. Operating systems
(Computers) I. Microsoft Corporation.

QA76.76.O63M52413 1998

005.4'469--dc21

97-39004

CIP

Printed and bound in the United States of America.

1 2 3 4 5 6 7 8 9 WCWC 3 2 1 0 9 8

Distributed to the book trade in Canada by Macmillan of Canada, a division of Canada Publishing Corporation.

A CIP catalogue record for this book is available from the British Library.

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Troubleshooting Multimedia Software	484
Correcting Problems with Playing WAV Files	484
Correcting Problems in Playing MIDI Files	485
Correcting Problems with Playing a DVD Disc	487
Correcting Problems with Playing or Hearing an Audio CD	487
Correcting Problems with Hearing from Headphones	488

See Also

- For information about devices, see Chapter 26, "Device Management."
- For information about Broadcast Architecture, see Chapter 13, "Broadcast Architecture."
- For information about Internet-related multimedia applications such as Netshow, see Chapter 20, "Internet Tools and Accessories."
- For information about the Win32 Driver Model (WDM), see Chapter 32, "Hardware Management."

Overview of Multimedia

Windows 98 contains several components to enhance your multimedia experience, whether you are creating, displaying, or simply playing titles. The multimedia features of Windows 98 include Microsoft DirectX® and the Media Control Interface, as well as improved support for multimedia files and devices.

DirectX

Microsoft DirectX is a set of application programming interfaces (APIs) that allow applications to gain access directly to a system's multimedia hardware. The DirectX APIs included in Windows 98 can be broken up into the following components:

- **DirectDraw®.** A 2-D graphics interface, supports accelerated animation techniques by providing direct access to bitmaps in off-screen display memory as well as extremely fast access to the blitting and buffer-flipping capabilities of a computer's video adapter.
- **DirectSound®.** Provides an interface between applications and an audio adapter's sound mixing and playback capabilities.
- **Direct3D®.** A 3-D graphics interface, supports the 3D-rendering functionality built into modern display adapters.
- **DirectPlay®.** Allows for easy connectivity of games over a modem link or network.