

# DirectDraw 7

DirectDraw return value	.NET exception
DDERR_DIRECTDRAWALREADYCREATED	DirectDrawAlreadyCreatedException
DDERR_EXCLUSIVEMODEALREADYSET	DirectDrawExclusiveModeAlreadySetException
DDERR_GENERIC	DirectDrawGenericException
DDERR_HWNDALREADYSET	DirectDrawHWNDAlreadySetException
DDERR_HWNDSUBCLASSED	DirectDrawHWNDSubclassedException
DDERR_IMPLICITLYCREATED	DirectDrawImplicitlyCreatedException
DDERR_INCOMPATIBLEPRIMARY	DirectDrawIncompatiblePrimarySurfaceException
DDERR_INVALIDCAPS	DirectDrawInvalidCapsException
DDERR_INVALIDCLIPLIST	DirectDrawInvalidClipListException
DDERR_INVALIDDIRECTDRAWGUID	DirectDrawInvalidGUIDException
DDERR_INVALIDMODE	DirectDrawInvalidModeException
DDERR_INVALIDOBJECT	DirectDrawInvalidObjectException
DDERR_INVALIDPARAMS	DirectDrawInvalidParametersException
DDERR_INVALIDPIXELFORMAT	DirectDrawInvalidPixelFormatException
DDERR_INVALIDRECT	DirectDrawInvalidRectException
DDERR_INVALIDSURFACETYPE	DirectDrawInvalidSurfaceTypeException
DDERR_LOCKEDSURFACES	DirectDrawLockedSurfaceException
DDERR_NOALPHAHW	DirectDrawNoAlphaHardwareException
DDERR_NOBLTHW	DirectDrawNoBlitHardwareException
DDERR_NOCLIPLIST	DirectDrawNoClipListException
DDERR_NOCLIPPERATTACHED	DirectDrawNoClipperAttachedException
DDERR_NOCOOPERATIVELEVELSET	DirectDrawNoCooperativeLevelSetException
DDERR_NODIRECTDRAWHW	DirectDrawNoHardwareException
DDERR_NODDROPSHW	DirectDrawNoDDRasterOperationHardwareException
DDERR_NOEMULATION	DirectDrawNoEmulationException
DDERR_NOEXCLUSIVEMODE	DirectDrawNoExclusiveModeException
DDERR_NOFLIPHW	DirectDrawNoFlipHardwareException
DDERR_NOMIPMAPHW	DirectDrawNoMipMapHardwareException
DDERR_NOMIRRORHW	DirectDrawNoMirrorHardwareException
DDERR_NOOVERLAYHW	DirectDrawNoOverlayHardwareException
DDERR_NORASTEROPHW	DirectDrawNoRasterOperationHardwareException
DDERR_NOROTATIONHW	DirectDrawNoRotationHardwareException
DDERR_NOSTRETCHHW	DirectDrawNoStretchHardwareException
DDERR_NOTAOVERLAYSURFACE	DirectDrawNotAnOverlaySurfaceException
DDERR_NOTFLIPPABLE	DirectDrawNotFlippableException

DDERR_NOTFOUND	DirectDrawNotFoundException
DDERR_NOZBUFFERHW	DirectDrawNoZBufferHardwareException
DDERR_OUTOFMEMORY	System::OutOfMemoryException
DDERR_OUTOFVIDEOMEMORY	DirectDrawOutOfVideoMemoryException
DDERR_PRIMARYSURFACEALREADYEXISTS	DirectDrawPrimarySurfaceAlreadyExistsException
DDERR_SURFACEBUSY	DirectDrawSurfaceBusyException
DDERR_SURFACELOST	DirectDrawSurfaceLostException
DDERR_UNSUPPORTED	DirectDrawUnsupportedException
DDERR_UNSUPPORTEDMODE	DirectDrawUnsupportedModeException
DDERR_WASSTILLDRAWING	DirectDrawWasStillDrawingException

## DirectSound 8

DirectSound return value	.NET Exception
DSERR_ALLOCATED	DirectSoundAllocatedException
DSERR_BADFORMAT	DirectSoundBadFormatException
DSERR_BUFFERLOST	DirectSoundBufferLostException
DSERR_BUFFERTOOSMALL	DirectSoundBufferTooSmallException
DSERR_CONTROLUNAVAIL	DirectSoundControlUnavailableException
DSERR_DS8_REQUIRED	DirectSoundVersion8RequiredException
DSERR_GENERIC	DirectSoundGenericException
DSERR_INVALIDCALL	DirectSoundInvalidCallException
DSERR_INVALIDPARAM	DirectSoundInvalidParameterException
DSERR_NOAGGREGATION	DirectSoundNoAggregationException
DSERR_NODRIVER	DirectSoundNoDriverException
DSERR_OUTOFMEMORY	System::OutOfMemoryException
DSERR_PRIOLEVELNEEDED	DirectSoundPriorityLevelNeededException
DSERR_UNINITIALIZED	DirectSoundUninitializedException
DSERR_UNSUPPORTED	DirectSoundUnsupportedException

## DirectInput 8

E\_HANDLE is also returned by IDirectInputDevice8::SetCooperativeLevel.

E\_PENDING is returned by IDirectInputDevice8::GetDeviceState.

DirectSound return value	.NET Exception
DIERR_ACQUIRED	DirectInputAcquiredException
DIERR_DEVICENOTREG	DirectInputDeviceNotRegisteredException
DIERR_INPUTLOST	DirectInputDeviceLostException
DIERR_INVALIDPARAM	DirectInputInvalidParameterException
DIERR_NOTACQUIRED	DirectInputDeviceNotAcquiredException
DIERR_NOINTERFACE	DirectInputNoInterfaceException
DIERR_NOTINITIALIZED	DirectInputNotInitializedException
DIERR_OLDDIRECTINPUTVERSION	DirectInputOldVersionException
DIERR_OTHERAPPHASPRIO	DirectInputOtherApplicationHasPriorityException
DIERR_OUTOFMEMORY	System::OutOfMemoryException