

# DirectDraw 7

| DirectDraw return value        | .NET exception                                 |
|--------------------------------|--|
| DDERR_DIRECTDRAWALREADYCREATED | DirectDrawAlreadyCreatedException              |
| DDERR_DDERR_DCALREADYCREATED   | DirectDrawDCAlreadyCreatedException            |
| 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         |

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|-----------------------------------|--|
| DDERR_NOTFLIPPABLE                | DirectDrawNotFlippableException                |
| DDERR_NOTFOUND                    | DirectDrawNotFoundException                    |
| DDERR_NOTLOCKED                   | DirectDrawNotLockedException                   |
| 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                    |