

# What is DirectX 12? How important?

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To learn more about Microsoft DirectX, click on the link below:

1. What is Microsoft DirectX?

## What is DirectX 12?

When Microsoft implemented the new features of Windows 10, one of the features mentioned was DirectX 12. Gamers probably knew what DirectX 12 was, but they probably didn't recognize one. How important the update is.

DirectX is the name Microsoft uses to describe all of the application programming interfaces (APIs) for multimedia applications and video. Thanks to DirectX 12, Windows can dominate the gaming market.

Previously, at the beginning of Windows 95 Service Release 2, playing on a computer was often a big challenge when it came to DOS and boot disk (boot disk). To provide the game with direct access to the system hardware, first need to boot into DOS and use special arguments in the file config.sys and autoexec.bat.

This allows you to access the game to large memory, sound card, mouse, etc. Users can easily become angry when trying to start the game by hundreds of different actions.

## Learn DirectX

Microsoft quickly realized that for the Windows operating system to become popular with players, the company allowed developers to show how to access products with similar hard drive resources in Windows as in DOS.



The first version of DirectX was released for Windows 95 and NT 4.0 version 2.0a in June 1996. Initially received a great reception from users, but to be fair, DirectX changed PC games forever. forever, and you can't find a game worth playing on Windows without using this tool.

Over time, DirectX becomes more and more complete, but you can see the advantages of each new version depending mostly on system components, especially graphics cards that support it. So when DirectX is a bargain for gamers, if your hardware is too old, it is likely that the PC will not take advantage of the new updates.

## **Why is DirectX12 so important?**

It's obvious why DirectX 12 is the focus, according to Microsoft, this is a significant improvement over the previous version.

For Xbox, it opens up the possibilities of more options, paving the way for better games with high visual effects. In addition, many hope that DirectX12 will release faster PS frame rates because it allows game developers to more easily access and Xbox One's high-speed ESRAM.

Finally, the DX12 will speed up the Xbox One and open the way to 4K videos. For PC, DX12's advantages are even more pronounced.

## **Backward compatibility**

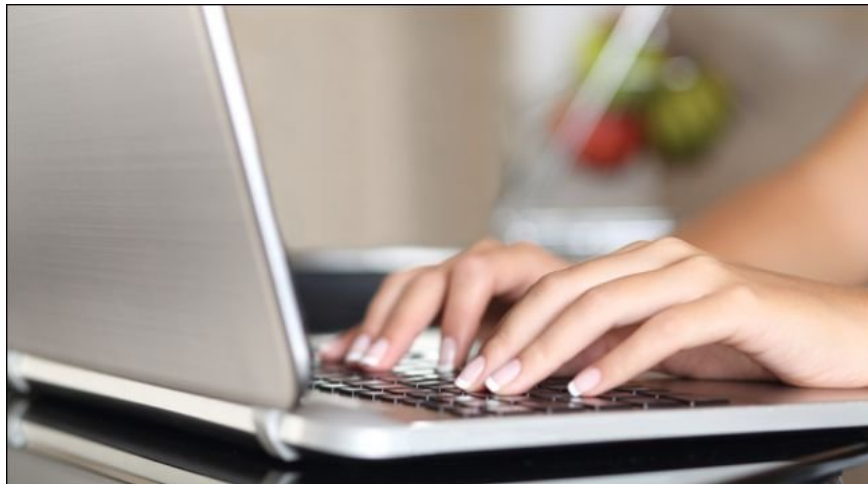
The most cool feature for gamers is the announcement that DX12 will be backward compatible with DX11 hardware. This means that if your graphics card is used for less than 2 years, you may not need to upgrade.



Of course, there are some details of API DX12 that will not be available for older hardware "DirectX 12 Compatible"; But if the graphics card supports DX11, it will take advantage of most of the features DX12 brings.

### **Good news for Laptop users**

Microsoft promises that DX12 will run well with low-end systems, ie laptops and tablets. Both types of computers have a poorer game performance. Players often do not buy laptops for gaming, often they will install or buy a larger desktop PC that can support and install the components needed to play games at a higher frame rate.



At the very least, DX12 will operate games on low-end devices at acceptable levels. Laptops and tablets are rarely designed for gaming, but at least you can play entertaining games on laptops while on vacation or work.

### **New Multi-adapter feature**

DX12 works at a low level, meaning it has better access to hardware options than in previous versions. Among them, multi-adapter is probably the best. Simple, multi-adapter allows developers to split processing tasks between the main GPU and the CPU's integrated graphics.

This means that when mastered, your expensive video card will do heavy tasks, leaving light things for CPU graphics.

Microsoft claims that it can increase efficiency by 10%.

## 4K

It can be said that playing games and watching videos with 4K resolution is now and the future. Content producers and game designers are moving into that direction.

Although 4K gaming will not bloom immediately, we should consider the mass reception in a year or more. DX12 will definitely stimulate that reception, by significantly reducing the GPU's 'loss'.

## Summary

DX12 will benefit the most gamers. Of course there will be many other benefits related to better video performance, especially using 4K resolution.

DX12 will achieve great performance for gamers. For Xbox One there will definitely be improvements to the control panel, improved quality and frame rate (once developers can count the new changes taking advantage of its ESRAM into the market).

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