KPexEA

🎂 Member for 16 years, 3 months 🕐 Last seen more than 2 years ago

🔗 code.google.com/p/kgui 📍 British Columbia, Canada

Profile   Activity

Stats

16,768	1.6m	79	40
reputation	reached	answers	questions

About

Video game programmer, mainly c, c++

First programmed on the Commodore Pet back in 1981

Last project

Zombie Apocalypse: Never die alone

Some of my memorable projects include:

Test Drive (Accolade, c64)

Stunts (Br0derbund, pc)

Fifa International Soccer (EA, Sega Genesis)

Platforms I have worked on:

Commodore Pet, Vic 20, C64, Apple][, Atari 800XL, PC,

Linux, Sega Genesis, Sega CD, Sega 32x, Nintendo SNES, N64, PlayStation, PS2, PS3, Xbox, X360, STM32-Primer2, GP2X-Wiz, Chrome Native-Client

Badges

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silver badges

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● Inquisitive	Jul 2, 2014
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● c++	Feb 23, 2015
● Quorum	Dec 11, 2010
● Suffrage	Oct 19, 2010

Top tags

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c++ ●	121 score	70 posts	59 posts %
algorithm	68 score	4 posts	3 posts %

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Top posts

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All	Questions	Answers	Articles		Score	Newest

Q	701	How to automatically generate a stacktrace when my program crashes	Sep 16, 2008
Q	123	how to prevent "directory already exists error" in a makefile when using mkdir	Sep 19, 2008
Q	67	C / C++ compiler warnings: do you clean up all your code to remove them or leave them in? [closed]	Oct 8, 2008
A	61	What's the fastest way to divide an integer by 3?	Oct 5, 2008
A	61	Calculating frames per second in a game	Sep 17, 2008

Q	50	Setting the SVN "execute" bit in a Subversion repository using TortoiseSVN or command line SVN	Sep 19, 2008
Q	44	How to detect possible / potential stack overflow problems in a c / c++ program?	Oct 14, 2008
Q	43	Can you allocate a very large single chunk of memory (> 4GB) in c or c++?	Oct 8, 2008
A	25	Converting floating point to fixed point	Oct 9, 2008
Q	25	In C++ what are the benefits of using exceptions and try / catch instead of just returning an error code?	Oct 13, 2008

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	23	Page Navigation, goto page N, feature request

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