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# Martin Veronneau



Member for 12 years, 8 months



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Activity

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reputation

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## About

Game/Game Engine Programmer-Analyst

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	4	fParity member of DCB structure always FALSE after a GetCommState	Apr 15, 2016
	4	SDL2 Texture sometimes empty after loading multiple 8 bit surfaces	Apr 11, 2019
	3	fParity member of DCB structure always FALSE after a GetCommState	Apr 4, 2016
	3	Conditional OR statement	Jul 21, 2023
	3	How can I track the frequency and volume of memory access in a C++ application during memory profiling?	Jan 11, 2016
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