



Profiles ▼

yuriks

 Member for 16 years  Last seen more than 1 year ago

Profile

Activity

Stats

1,084
reputation

265k
reached

14
answers

2
questions

Badges

[View all badges](#)



This user doesn't have any gold badges yet.



10
silver badges

● Enthusiast

Feb 24, 2014

● Enlightened

Feb 1, 2016

● Good Answer

May 14, 2018



13

bronze badges

Peer Pressure

Dec 27, 2008

Critic

Dec 26, 2008

Commentator

Dec 27, 2008

Top tags

[View all tags](#)

git-reset

54 score 1 posts 6 posts %

git

54 score 1 posts 6 posts %

git-index

54 score 1 posts 6 posts %

git-rm

54 score 1 posts 6 posts %

c++

12 score 2 posts 12 posts %

gcc

12 score 1 posts 6 posts %

Top posts

View all [questions](#), [answers](#), and [articles](#)

All

Questions

Answers

Articles

Score










Newest



54


"git rm --cached x" vs "git reset head --x"?

Apr 27, 2011

	13	Getting started in C Programming	Jan 15, 2009
	12	Why does Folly's shared library reference the wrong symbol from Boost? (GCC on OS X)	Nov 13, 2015
	5	converting ARGB to RGB in WPF	Apr 1, 2011
	4	C++ design - Network packets and serialization	Dec 1, 2008
	4	Space-filling ToolBar item in WPF	Dec 27, 2008
	4	C# - How to use a interface for a generic list when serializing	Dec 27, 2008
	2	How do I archive a MySQL databases?	Dec 3, 2008
	2	Space-filling ToolBar item in WPF	Jan 12, 2009
	1	OpenGL ES Textures do not display properly on HTC Magic (1.6) but display fine on Emulator and Mytouch 4g	Apr 27, 2011

Top network posts

[View all network posts](#)

	17	How is anisotropic filtering typically implemented in modern GPUs?
---	----	--



13

Do I need to rebind uniforms or attributes when changing shader programs?



12

Is it good practice to use all the available texture units?



7

Why not calibrate all display devices to sRGB?



6

Why is the color in the cube being weirdly swapped?

Communities

View all



Computer Graphics

1.1k



Stack Overflow

1.1k



Area 51

201



Server Fault

101



Super User

101