William Thompson wrote:

> Here's another weird behavior of RANDOMU. If you call IDL with an undefined
> seed, it's supposed to initialize the seed for you. Thus, when you type in
>
> IDL> print,randomu(seed,3)
>   0.653919   0.0668422   0.722660
>
> before seed is defined to anything, it still works. Naively, I expected that
> if one deleted the seed variable, that would force IDL to re-initialize the
> seed, based on the system time or whatever. However, if my next command is
>
> IDL> delvar,seed & print,randomu(seed,3)
>
> I don't get any random numbers at all. To start getting random numbers again,
> I have to use a completely new variable name for the seed, e.g.
>
> IDL> print,randomu(seed2,3)
>   0.671149   0.383416   0.631635
>
> I don't know if this is properly speaking a bug or not, but it's certainly
> weird. As far as I can tell, this behavior is seen in all versions of IDL.
>
> Bill Thompson

On my Linux box i get exactly the same thing although I don't have to
use a new
variable for the seed.

IDL> print, !version
{ x86 linux unix 5.2 Oct 30 1998}
IDL> print,randomu(seed,3)
    0.272710   0.897656   0.274907
IDL> delvar,seed & print,randomu(seed,3)
no output
IDL> print,randomu(seed,3)
  0.00769819   0.365339   0.266145
this works too
IDL> delvar, seed
IDL> print,randomu(seed,3)
    0.986642   0.277082   0.629543

Ivan Zimine