
Subject: Re: RANDOMU bug (and HTML help)
Posted by [landsman](#) on Mon, 22 Feb 1999 08:00:00 GMT
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In article <7ascms\$kin\$1@nnrp1.dejanews.com>, ajschmitt@my-dejanews.com writes...

> This is not the worst of it. For some of us, it is important to be able
> to have the same seed so that the same "random" sequence is produced.
> However, RSI quietly changed the manner in which the SEED variable
> interacts with the RANDOM functions between version 5.0 & 5.1.

>

> Consider the following behavior from IDL v 5..0.3:

> IDL> seed = 2 & print, randomu(seed, 3)

> 0.342299 0.402381 0.307838

>doing this multiple times will always give the same result.

>

> However, in IDL v.5..1 & later,. using this several times in a row

> produces different results each time.:

> IDL> seed = 2 & print, randomu(seed, 3)

> 0.0594004 0.982075 0.358593

> IDL> seed = 2 & print, randomu(seed, 3)

> 0.831999 0.303037 0.506712

What exact version and machine are you using? On Solaris under IDL V5.2,
RANDOMU works as described above for V5.0.3. I suppose that those of us who
use the RANDOMU function will have explicitly watch for specific IDL versions
and machines (like we used to have to do for BYTEORDER). Sigh...

```
IDL> print,!VERSION
```

```
{ sparc sunos unix 5.2 Oct 30 1998}
```

```
IDL> seed = 2 & print,randomu(seed,3)
```

```
0.342299 0.402381 0.307838
```

```
IDL> seed = 2 & print,randomu(seed,3)
```

```
0.342299 0.402381 0.307838
```

--Wayne Landsman

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