
Subject: Re: fun with random numbers

Posted by [morisset](#) on Thu, 02 Mar 2000 08:00:00 GMT

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Hi,

The bug comes from the unidentification of seed in
the first randomu call of every call of test.pro

The solution is to save the value of seed between
different calls of test.pro

Or you might use common block (Ok, David, I know...) or
a system variable:

PRO test

common seed_for_test,seed

 x= RANDOMU(seed,1)

 y= RANDOMU(seed,4)

 PRINT,'x',x

 PRINT,'y',y

 RETURN

END

or

PRO test

 defsysv,'!seed',EXISTS = seed_exists

 if seed_exists then seed = !seed

 x= RANDOMU(seed,1)

 y= RANDOMU(seed,4)

 defsysv,'!seed',seed

 PRINT,'x',x

 PRINT,'y',y

 RETURN

END

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