Subject: Normal Distributed Random Numbers

Posted by Kay Bente on Tue, 04 Sep 2001 20:36:28 GMT

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Hi
I have to create arrays with normal distributed random numbers, but with
variable FWHM (Full width half max/standard deviation sigma?).
I want to add normal distributed noise to an image, so that the values
differ around a mean value.

has.

So I would be glad If somone can tell me how to create such arrays (maybe
outof uniform distributed arrays created with RandomU, I have no idea.

with regards
        Kay