
Subject: Re: Random ordering

Posted by [David Fanning](#) on Tue, 24 Jun 2003 20:14:30 GMT

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trouble writes:

> Stuck again. I want to create an integer 1D array from 0 to n (n ~
> 100) so that the numbers are in jumbled up order so that "nearby"
> numbers, eg. ABS(difference) < 3, are "far" apart. I think there must
> be a nice way using MOD rather than bludging it with RANDOMU. Anyone
> got any suggestions?

What is you do, anyway, for a living, Trouble?

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

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