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Subject: Re: random integers between 0 and 1,000,000  
Posted by [Norbert Hahn](#) on Mon, 24 Oct 2005 16:36:55 GMT  
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"James Kuyper" <kuyper@wizard.net> wrote:

> takes a 32 bit unsigned long with a value somewhere in the range from 0  
> to 1000000, and converts it into a 16 bit signed int, with a range from  
> -32768 to 32767.

I took a closer look on what might have gone on. I ran the following program:

```
z = randomu(seed,30)
a = long (z*1000000) & print, a
b = ulong (z*1000000) & print, b
i = fix(a)
print, a
```

I found that a(1) was negative (-20848). So I printed

```
print, a[1], format="(z8)"
print, b[1], format="(z8)"
print, i[1], format="(z4)"
```

and got 4AE90 for both a[1] and b[1] and I got AE90 for i[1]

Thus the fix function simply takes the 16 low order bits from either long or ulong variable and stores it into the result.

Norbert

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