Subject: Re: random integers between 0 and 1,000,000
Posted by Norbert Hahn on Mon, 24 Oct 2005 08:59:50 GMT
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"Peter Albert" <peter.albert@gmx.de> wrote:

> Hi Mike,
>
> I'd guess you got the negative numbers because you defined the array

Unfortunately your guess does not correspond to the docu:

> weights beforehand to be of integer type. Assigning it with values of
> type long will lead to negative numbers if the values are larger than
> 2^15-1.

fix   uses 15+1 bits for integer numbers (one bit is used for sign)
long   uses 31+1 bits for integer numbers ...
ulong   uses 32 bits for unsigned numbers. There is no sign.
long64...

So the original problem comes from interpreting the internal bits of
unsigned numbers. The preferable function for transforming 0...1 float
to integer without sign would be long.

Norbert