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Subject: Re: random number trap

Posted by [sterner](#) on Mon, 04 Sep 1995 07:00:00 GMT

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In article <DE33pl.G1D@hpl.hp.com>, peter@hpl.hp.com (Peter Webb) writes:

> So if you repeatedly call a procedure that  
> calls randomu, the return will be the same if the calls occur within a  
> second of each other, but will be different if they are in different  
> seconds.  
>

Maybe this has been answered already since I haven't been following  
this newsgroup for a few days.

The way I solve this is to include a common unique to the routine  
needing random numbers and store the random number seed in that  
common. This is only needed if the routine is called multiple  
times with more than one call per second. If you generate all the  
needed random numbers in the same call this problem does not occur  
(as you stated above).

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