Kenneth P. Bowman wrote:

> The problem with this approach is that it is actually rather likely
> that you will generate two (or more) numbers that round to the
> same 3-digit integer.
>
> Sorting floats, on the other hand, involves no loss of precision.
>
> If you really want to avoid duplicates, generate double-precision
> random numbers
>
> r = RANDOMU(seed, 1000, /DOUBLE)
>
> Cheers, Ken

I'm not sure doubles are going to help - you'll get the same problem at
3 digits. And if you use the sort method, it doesn't really matter if
you get two the same - they'll still map to unique indices.

many greetings,
Greg