
Subject: Re: Randomize array order

Posted by [Michael Galloy](#) on Fri, 27 Jul 2007 22:35:13 GMT

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On Jul 27, 3:29 pm, kuyper <kuy...@wizard.net> wrote:

> The documentation says:

>

>> The state of the random number generator is contained in a long integer vector.

>

> and also

>

>> If the Seed argument is:

>> * an undefined variable - the generic state is used and the resulting generic state array is stored in the variable.

>

> Given that the resulting generic state appears to be a 36-element

> array, I don't think both statements can be true.

I think those statements are consistent. The state is stored in a long integer vector (a 36-element long integer array to be specific).

Mike

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