
Subject: Re: Randomu seed initialization
Posted by [Matt\[2\]](#) on Thu, 12 Nov 2009 20:32:42 GMT
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Jeremy Bailin <astroconst@gmail.com> writes:

> If I had to speculate, I'd say that the variable that you're passing
> as the seed isn't undefined like you think it is. Have you tried doing
> a "help, seed" right before the randomu call?

If I was going to speculate, I would guess the undefined seed gets set to the same value internally every time. Thereby starting the same string of pseudo-random numbers.

I usually use:
seed = long(systemtime(/seconds))

To initialize my seed. It's not perfect, but it's a start.

Also remember from the docs: "Each independent random number sequence should maintain its own state variable. To maintain a state over repeated calls to a procedure, the seed variable may be stored in a COMMON block."

Matt

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Matthew Savoie - Scientific Programmer
National Snow and Ice Data Center
(303) 735-0785 <http://nsidc.org>
