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Subject: Re: tested random # generator?

Posted by [offenbrg](#) on Mon, 16 Sep 1996 07:00:00 GMT

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Tim Patterson <[tim@raptor.lpl.arizona.edu](mailto:tim@raptor.lpl.arizona.edu)> writes:

> Fronefield Crawford wrote:

>>

>> Does anyone have a random number generator written in IDL that's been  
>> tested to work? I've tried linking in ran1.c (from Numerical Recipes)  
>> via call\_external, but I am having trouble doing that. For me it would  
>> be easiest to use a routine already written in IDL would be best. Many  
>> thanks.

>>

>> Froney Crawford

>> [crawford@mit.edu](mailto:crawford@mit.edu)

> In IDL 4.0.1 there are two routines RANDOMN and RANDOMU that  
> generate random floating point numbers. I don't know if these  
> were available in earlier versions.

> Tim

RANDOMU and RANDOMN have been around for quite a while. Note, however,  
that these are not true random number generators, but are pseudo-random  
number generators...I don't know of an actual random number generator that  
works in IDL.

Joel

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"...And I am unanimous in this" - Mrs. Slocumbe

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