Subject: Re: random number seed initialisation Posted by David Fanning on Mon, 10 Feb 2014 23:22:45 GMT

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Bogdanovist writes:

> Thanks David, using that keeps me safe within a single session (which I do already although not with as elegant a solution as this), but how does this ensure different seeds across different sessions/users?

The seed at object initialization is pretty damn, well..., random! The number of seconds after January 1st, 1970 or some such thing. The chance of a sequence repeating itself seems non-existent to me. I understand you can purchase quantum random number generators that rely on the the space vacuum for seed generation for only a couple hundred thousand dollars. In other words, cheap if you need that sort of thing. ;-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/

Sepore ma de ni thue. ("Perhaps thou speakest truth.")