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Subject: Re: Generate Same Sequence of Random Numbers in IDL and C  
Posted by [Michael Galloy](#) on Tue, 22 Jul 2014 21:13:45 GMT

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On 7/22/14, 12:07 PM, Michael Galloy wrote:

> I get the same values:

I found an oddity that if you use the DOUBLE keyword of RANDOMU, the numbers do no match (after the first), even though GSL's routines will return doubles not floats.

Mike

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Michael Galloy

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Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

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