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Subject: Re: How to re-initialize random generator?  
Posted by [mirek](#) on Thu, 10 Sep 2009 12:28:31 GMT  
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Mindtraveller wrote on Wed, 09 September 2009 11:30It looks like Core has some advanced version of random numbers generator adopted from Makoto Matsumoto works (Core/Random.cpp).

My question is how to reinitialize this generator each time program start for it to generate different values on each start? (I mean, something like Randomize() ).

Well, it is seeding automatically:

```
MTrand::MTrand()
{
    mti = N + 1;
    mag01[0] = 0;
    mag01[1] = MATRIX_A;
    dword seed[1024];
#ifdef PLATFORM_POSIX
    int fd = open("/dev/urandom", O_RDONLY);
    read(fd, seed, sizeof(seed));
#else
    for(int i = 0; i < 1024; i++) {
        Uuid uuid;
        CoCreateGuid((GUID *)&uuid);
        seed[i] = GetHashValue(uuid);
    }
#endif
    init_by_array(seed, 1024);
}
```