Subject: Re: random functions proposal
Posted by dolik.rce on Tue, 17 Jan 2012 17:45:43 GMT
View Forum Message <> Reply to Message

Looking for the details of floating point RNGs, I found this: http://allendowney.com/research/rand/. This pseudo scientific paper seems to propose reasonably simple algorithm that overcomes the obvious problems of the implementation Sender Ghost proposed. Only problem I see that the code linked on this page is GPL3 licensed... But even if we don't use it, the explanation about why using Random()/RAND_MAX is bad is worth reading

Honza