
Subject: Re: random functions proposal

Posted by [dolik.rce](#) on Wed, 18 Jan 2012 16:45:45 GMT

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cbpporter wrote on Wed, 18 January 2012 15:44 What Random needs is the ability to give it a seed. So you can produce the same sequence of numbers twice. Or is there already support for this?

These functions should be able to do that: void SeedRandom(dword *seed, int len){

```
if(!sRng) {  
    sRng = new(sRb) MTrand;  
}  
sRng->init_by_array(seed, len);  
}
```

```
void SeedRandom(dword Seed){
```

```
if(!sRng) {  
    sRng = new(sRb) MTrand;  
}  
sRng->init_genrand(Seed);  
}
```

But I didn't have the time to test it

Honza
