
Subject: Re: random number generator for DPMgen
Posted by [Mohammad Al-Turany](#) on Fri, 11 Apr 2008 17:44:43 GMT
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Hallo Johan,

Quote:Will the instruction
gRandom->SetSeed(<my favorite seednumber>);
in the macro do the job for me?

Not really, because dpm do not know anything about root and gRandom.

in the PndDpmDirect, the seed is set using:

```
Long_t Time = time(NULL);  
int a = Time/100000;  
seed = Time - a*100000 + a/100000.;
```

which is the same as it was in the executable, except that it is changed for each event, so each call to the next event will set the seed again. It is simple but I think it is enough, with the executable you set the seed once for all events and here you change it for each event! Any way if you think this is not enough we can change it and take the seed for example from gRandom, this should be straight forward!

regards

Mohammad
