
Subject: Re: simpleEvtGen default EvtRandomEngine
Posted by [Marius Mertens](#) on Mon, 10 Aug 2009 16:32:06 GMT
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Hi Bertram,

sorry, my question was a bit unclear apparently, in fact I meant something much more trivial:

As the EvtGen EvtRandom interface is extremely simple (basically just the random() function which returns a random double) I was wondering if the more powerful Ranecu based framework including random number management is as easy to be understood and plugged into this single interface class as (just as a random example) one of the PRNGs from Boost? My motivation here is the learning curve. Getting random numbers from a boost library function is very easy (and would be sufficient for how I invoke EvtGen) but maybe at a later stage the management functions might be helpful?
