Subject: Re: simpleEvtGen default EvtRandomEngine
Posted by Bertram Kopf on Mon, 10 Aug 2009 19:40:37 GMT
View Forum Message <> Reply to Message

Hi Marius,
mertens wrote on Mon, 10 August 2009 18:32
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?

As you can see in the class EvtRandomEngine the function random() is defined as a virtual method. That means that you simple have to write a new class derived from EvtRandomEngine and to overwrite this virtual function. In principle you can specify a specific random engine there. In addition you have to set your new defined engine via the static function "EvtRandom::setRandomEngine(newEngine)". An example can be found in the PandaRoot EvtGen package: the test program "ggEvtGen.cc" makes use of the CLHEP-generator "JamesRandom".

Cheers,
Bertram.