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Subject: Re: simpleEvtGen default EvtRandomEngine - PndMTRandomEngine  
Suggestion

Posted by [Marius Mertens](#) on Wed, 26 Aug 2009 12:00:03 GMT

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Hi Stefano,

basically you just create an instance of it (seed is mandatory) and then pass it to the EvtGen constructor like this:

```
PndMTRandomEngine myRandomEngine(seed);
```

```
//Initialize the generator - read in the decay table and particle properties
```

```
EvtGen myGenerator("DECAY.DEC","evt.pdl", &myRandomEngine);
```

(this is an excerpt from the simpleEvtGen source)

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