
Subject: Re: simpleEvtGen default EvtRandomEngine - PndMTRandomEngine
Suggestion

Posted by [Marius Mertens](#) on Wed, 26 Aug 2009 14:26:26 GMT

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Hi Stefano,

so at least it does find your Boost libraries without any changes, which is basically good. However, the error you get was if I remember correctly a known bug in older Boost versions where the copy constructor was accidentally invoked upon instantiation. Actually, the explicit `static_cast` was supposed to work around that problem. A wild (not verified) guess is that casting to `UIntType` instead might help.
