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Subject: Re: simpleEvtGen default EvtRandomEngine - PndMTRandomEngine  
Suggestion

Posted by [Elwin Dijck](#) on Wed, 26 Aug 2009 15:22:00 GMT

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Hello all,

Perhaps you found this out already, but it seems that actually the Boost interface has changed: they initialize the Mersenne Twister (which actually needs a few hundred integers as initialization) now in a different way than in older versions. Instead of using a single integer, they want a function/functor that gives a sequence of values to initialize the internal state of the Mersenne Twister.

The Boost documentation says "The seeding from an integer was changed in April 2005 to address a weakness." and refers to [here](#).

Also see how ROOT initializes the Mersenne Twister.

So casting will not help, for the newer Boost versions the argument to `seed()` must be a function or functor. Simplest is to make a small class that has an `operator()` that just returns the seed number, though it might be better to use one of the more advanced schemes.

Best regards,  
Elwin Dijck

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