
Subject: Re: Meaning of fSeed for dpm_gen__ in PndDpmDirect
Posted by [Christian Leitold](#) on Wed, 09 Sep 2009 09:55:22 GMT

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Ok, I'm sorry, I haven't formulated my question well. The problem ist not how to set the seed "technically", that is done by gRandom->SetSeed(XXX), as you have written. It is to which values I have to set the seed in the different simulations to make sure not to get any identical events. If I initialize the seed e. g. with some CPU time, can I by sure not to get identical random numbers in the generator respectively identical events?

Kind regards
Christian
