Subject: How to setup random seed?
Posted by Jifeng Hu on Thu, 10 Jan 2013 17:00:51 GMT
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when we produce many small MC samples, do we need manually set a random seed for a task? if necessary, how to do that?

Subject: Re: How to setup random seed?
Posted by StefanoSpataro on Thu, 10 Jan 2013 17:05:38 GMT
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It depends on which generator you are using. The way to set the seed is in the header file of the generator, you can find it easily.

Subject: Re: How to setup random seed?
Posted by Jifeng Hu on Fri, 11 Jan 2013 09:33:26 GMT
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Really sorry, I looked up all interfaces, say the class FairBoxGenerator, PndEvtGenDirect, and their mother class, but didn't find, even in the latest trunk version.

Subject: Re: How to setup random seed?
Posted by Radoslaw Karabowicz on Fri, 11 Jan 2013 09:40:06 GMT
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It is quite easy:

gRandom->SetSeed(randomSeed);

Subject: Re: How to setup random seed?
Posted by Jifeng Hu on Fri, 11 Jan 2013 09:49:55 GMT
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Thanks. Oh, it's a ROOT-based framework.