Subject: EvtGenDirect and random seed
Posted by Johan Messchendorp on Mon, 08 Aug 2011 18:59:00 GMT
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Dear all,

Motivated by the mistake we made in running EvtGenDirect on the GRID (same random seed), I modified slightly the PndEvtGenDirect generator. In case no seed is given in the constructor (default to -1), it will call gRandom->GetSeed() to set its value. This is now consistent with that used for DpmDirect generator. Note that the modifications are only done in the trunk (rev. 13004) and not (yet) on the grid releases.

Greets,

Johan.