
Subject: Re: Commands->Get_Random_Int() is of very poor quality

Posted by [iRANian](#) on Sun, 12 Aug 2012 20:10:53 GMT

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replace it with doom 1's random number "generator"!:

```
/*
** m_oldrandom.cpp
** Contains Doom's original random number generator.
**
** -----
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** -----
**
*/

static const char rcsid[] = "$Id: m_random.c,v 1.1 1997/02/03 22:45:11 b1 Exp $";

//
// M_Random
// Returns a 0-255 number
```

```

//
unsigned char rndtable[256] = {
 0, 8, 109, 220, 222, 241, 149, 107, 75, 248, 254, 140, 16, 66 ,
 74, 21, 211, 47, 80, 242, 154, 27, 205, 128, 161, 89, 77, 36 ,
 95, 110, 85, 48, 212, 140, 211, 249, 22, 79, 200, 50, 28, 188 ,
 52, 140, 202, 120, 68, 145, 62, 70, 184, 190, 91, 197, 152, 224 ,
 149, 104, 25, 178, 252, 182, 202, 182, 141, 197, 4, 81, 181, 242 ,
 145, 42, 39, 227, 156, 198, 225, 193, 219, 93, 122, 175, 249, 0 ,
 175, 143, 70, 239, 46, 246, 163, 53, 163, 109, 168, 135, 2, 235 ,
 25, 92, 20, 145, 138, 77, 69, 166, 78, 176, 173, 212, 166, 113 ,
 94, 161, 41, 50, 239, 49, 111, 164, 70, 60, 2, 37, 171, 75 ,
 136, 156, 11, 56, 42, 146, 138, 229, 73, 146, 77, 61, 98, 196 ,
 135, 106, 63, 197, 195, 86, 96, 203, 113, 101, 170, 247, 181, 113 ,
 80, 250, 108, 7, 255, 237, 129, 226, 79, 107, 112, 166, 103, 241 ,
 24, 223, 239, 120, 198, 58, 60, 82, 128, 3, 184, 66, 143, 224 ,
 145, 224, 81, 206, 163, 45, 63, 90, 168, 114, 59, 33, 159, 95 ,
 28, 139, 123, 98, 125, 196, 15, 70, 194, 253, 54, 14, 109, 226 ,
 71, 17, 161, 93, 186, 87, 244, 138, 20, 52, 123, 251, 26, 36 ,
 17, 46, 52, 231, 232, 76, 31, 221, 84, 37, 216, 165, 212, 106 ,
 197, 242, 98, 43, 39, 175, 254, 145, 190, 84, 118, 222, 187, 136 ,
 120, 163, 236, 249
};

int prndindex = 0;

// Which one is deterministic?
int P_Random (void)
{
 prndindex = (prndindex+1)&0xff;
 return rndtable[prndindex];
}

void M_ClearRandom (void)
{
 prndindex = 0;
}

```
