## Subject: Re: Commands->Get_Random_Int() is of very poor quality
Posted by iRANian on Sun, 12 Aug 2012 22:10:28 GMT

Random2Class consists of:

int FirstIndex;
int SecondIndex;
int NumberArray[249];

The constructor sets FirstIndex to 0, SecondIndex to 103 and fills NumberArray with random numbers from Random3Class::operator().

Random2Class::operator() works like:

int Ret = NumberArray[SecondIndex] ^ NumberArray[FirstIndex];
NumberArray[FirstIndex] = Ret;

FirstIndex++;
SecondIndex++;

if (FirstIndex > 249)
{ FirstIndex = 0; }

if (SecondIndex > 249)
{ SecondIndex = 0; }

return Ret;
}

And Get_Random_Int() works like:

```
int __cdecl Get_Random_Int(int Low, int High)
{
  RealLow = Low;
  RealHigh = High;
  if ( Low > High )
  {
    RealLow = High;
    RealHigh = Low;
  }
  return RealLow + (Random2Class__operator__(FreeRandom) & 0x7FFFFFFF) % (RealHigh -
RealLow);
}
```