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

Posted by [iRANian](#) on Sun, 12 Aug 2012 21:14:00 GMT

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Seems it might be using a look up table internally, Get_Random_Int() calls Random2Class::operator()(void) for the object FreeRandom which in turn uses member data initialized in the Random2Class constructor which calls Random3Class RNG functions to initialize some member data.

There's a check to reset a member variable to 0 if it's higher than 249 in Random2Class::operator()(void) so..

edit: yeah it's using a lookup table

```
int __cdecl Random2Class__Random2Class(int a1, int a2)
{
    signed int v2; // ebx@1
    int result; // eax@2
    char v4; // [sp+Ch] [bp-14h]@1

    *(_DWORD *)a1 = 0;
    *(_DWORD *)(a1 + 4) = 103;
    Random3Class__Random3Class(&v4, a2, 0);
    v2 = 0;
    do
    {
        result = Random3Class__operator__(&v4);
        *(_DWORD *)(a1 + 4 * v2++ + 8) = result;
    }
    while ( v2 <= 249 );
    return result;
}
```