

## Re: Random Numbers are NOT random !!!

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2004-09/5685.html>

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"mark4asp" <mark4asp#killspam#@ntlworld.com> wrote

>  
> *How can I get the function [ d() ] to return a different random number*  
> *each time?*  
>  
> *Function d(ByVal high) As Integer*  
> *Return New System.Random().Next(1, high+1)*  
> *End Function*

That random generator is just that, a generator. You need to fire it up and pull out the random numbers. What you are doing is starting up a whole lot of new generators. Since the generators use the current time as their seed (when you provide no seed yourself) and you are calling them all in a blink of an eye, they are all created using the same seed.

What you need to do is to declare your generator at the module level:

```
Private RandomGenerator As New Random
```

And use your routine to pull out the random numbers:

```
> Function d(ByVal high) As Integer  
> Return RandomGenerator.Next(1, high+1)  
> End Function
```

See if that helps

LFS