libsfmt216091 Overview

PlayStation®Vita Programmer Tool Runtime Library Release 3.50

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Table of Contents

1 Library Overview

Overview

The SIMD-oriented Fast Mersenne Twister library (libsfmt216091) is used for generating pseudo random numbers in conformance with SMFT216091.

Related Files

The following files are required to use libsfmt216091.

Filename	Description
libsfmt216091.h	Header file
libSceSfmt216091.a	Static link library file
libSceSfmt216091_stub.a	Stub library file
libSceSfmt216091_stub_weak.a	weak import stub library file
libsfmt216091.suprx	PRX module file

2 Using the Library

Basic Usage Procedure

(1) Initialize random number sequence

Call `sceSfmt216091InitGenRand()` to initialize the random number sequence.

```
SceSfmt216091Context ctx;

sceSfmt216091InitGenRand(&ctx, seed);
```

A 32-bit seed value is passed in the *`seed`* argument. This value is used to initialize the random number sequence and initialize the state of the `SceSfmt216091Context` structure. Subsequently, pseudo random numbers can be obtained by calling the `sceSfmt216091GenRand32()` function.

(2) Obtain random number

The `sceSfmt216091GenRand32()` function is used to generate a pseudo random number.

```
res = sceSfmt216091GenRand32(&ctx);
```

When the `sceSfmt216091GenRand32()` function is called, a pointer to the `SceSfmt216091Context` structure that was previously initialized by the `sceSfmt216091InitGenRand()` function, is passed as the argument. Since libsfmt216091 does not maintain any state internally, an arbitrary number of random number sequences can be generated by preparing multiple `SceSfmt216091Context` structures.

Saving and Getting a Random Number Sequence

If the contents of the `SceSfmt216091Context` structure are saved in advance, the random number sequence can be replayed later.