random update.md 2020/6/23

/scoreboard players operation @a[tag=UpdateRandom] RndMWC *= #MWCMultiplier Const /execute @a[tag=UpdateRandom] ~ ~ ~ /scoreboard players operation @a[c=1] RndMWC += @a[c=1] RndMWCCarry /execute @a[tag=UpdateRandom] ~ ~ ~ /scoreboard players operation @a[c=1] RndMWCCarry = @a[c=1] RndMWC /scoreboard players operation @a[tag=UpdateRandom] RndMWC %= #MWCBase Const /scoreboard players operation @a[tag=UpdateRandom] RndMWCCarry /= #MWCBase Const /scoreboard players tag @a[tag=UpdateRandom] remove UpdateRandom

 $\label{eq:RndMWC} RndMWC * \#MWCMultiplier + RndMWCCarry) \% \#MWCBase RndMWCCarry = RndMWC / \#MWCBase$

```
RndMWC = x_n
#MWCMultuplier = a = 31743
RndMWCCarry = c_(n-1)
#MWCBase = b = 2^16
```

r = 1