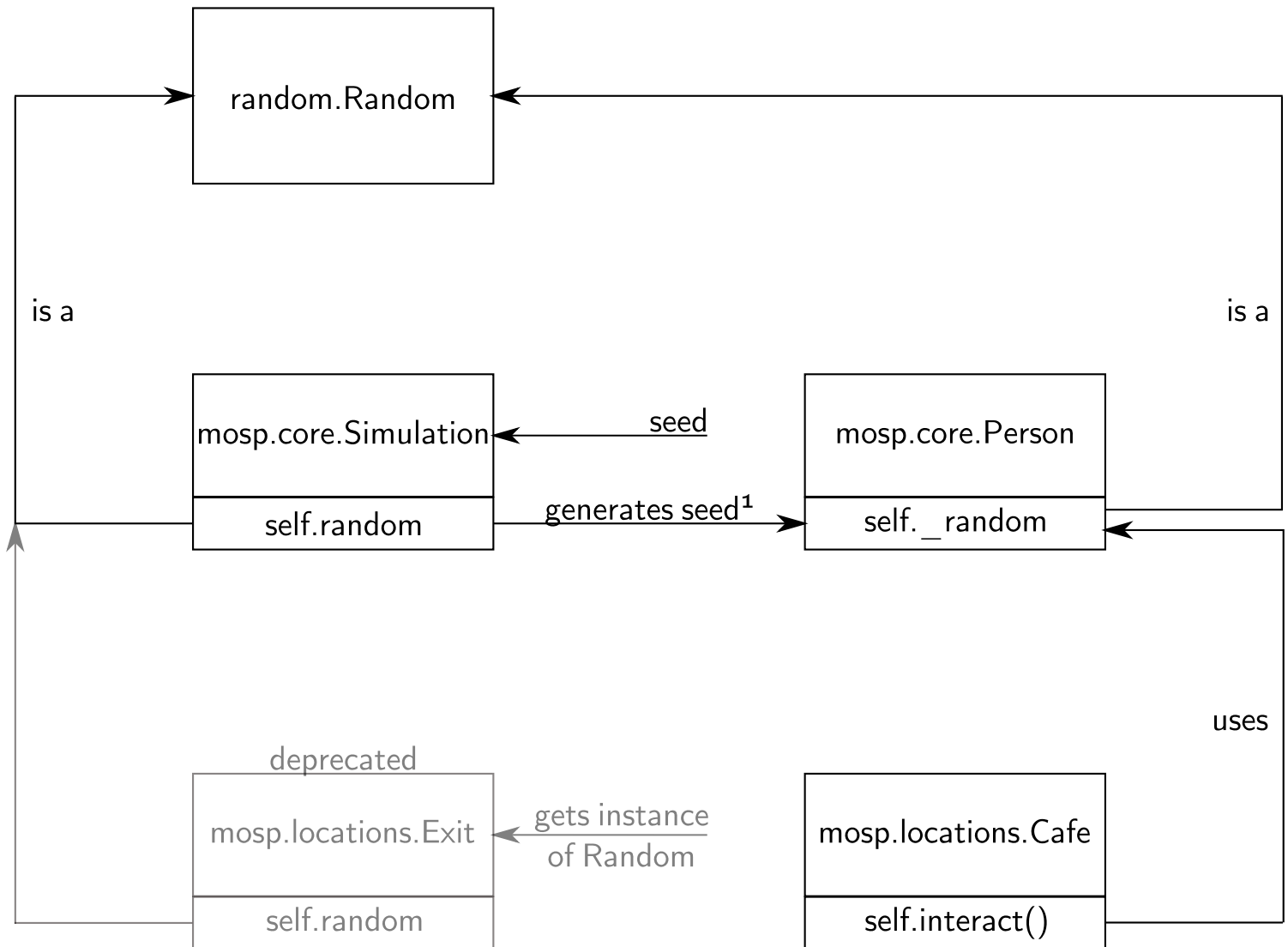


Generation and usage of random generators in MoSP



¹Seed is generated with:

```
mosp.core.Simulation.random.randrange(2**24)
(>> number of persons)
```