

Generating random numbers

Code

```
//somewhere in the init  
orxMath_InitRandom((orxS32)orxSystem_GetRealTime()); //a good seeding value  
  
//elsewhere, a random number between 1 and 100  
orxFLOAT randomNumber = orxMath_GetRandomFloat(1, 100);
```

From:

<https://wiki.orx-project.org/> - **Orx Learning**

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https://wiki.orx-project.org/en/examples/maths/generating_random_numbers?rev=1518598064

Last update: **2018/02/14 00:47 (7 years ago)**

