

Random values in Config

Example

From a list

```
[Section]  
Value = 1 # 2.5 # 10
```

From a range (floats)

```
[Section]  
Value = 0 ~ 10
```

From a range with steps/increments

```
[Section]  
Value = 0 ~ 2 ~ 10 ; All even numbers
```

From a range with dynamic boundaries

```
[Section]  
Min    = 1  
Max    = 10  
Value = % > @, > Get < Max, > @, > Get < Min, Random < < ; Min & Max can be  
modified at runtime
```

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

Permanent link:
https://orx-project.org/wiki/en/examples/config/random_values_in_config?rev=1632411247

Last update: 2025/09/30 17:26 (8 months ago)

