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://orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://orx-project.org/wiki/en/examples/maths/generating_random_numbers?rev=1518583664

Last update: **2025/09/30 17:26 (14 months ago)**