

# 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://www.orx-project.org/wiki/> - Orx Learning

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