

Generating random numbers

Code

```
//somewhere in the init  
orxMath_InitRandom((orxS32)orxSystem_GetRealTime()); //a good seeding value
```

This also will ensure your random values from your Data Config are also properly randomised. See also [Spawning Random Objects](#) as a practical example of using random values.

```
//elsewhere, a random number between 1 and 100  
orxFLOAT randomNumber = orxMath_GetRandomFloat(1, 100);
```

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/maths/generating_random_numbers

Last update: **2025/09/30 17:26 (9 months ago)**

