

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

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