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
[[en:examples:spawners:spawning_random_objects|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**

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