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Subject: Re: random functions proposal

Posted by [mirek](#) on Tue, 17 Jan 2012 10:13:57 GMT

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ratah wrote on Tue, 17 January 2012 03:56 Thank you for your reply,

Dolik.rce, I agree with you for the use of cos and dword conversion. The idea of scaling is because I do not know it is possible to pass a parameter to Random(). So I could not limit the max value I get with Random().

Dolik.rce, Sender Ghost, all of your solutions are OK.

Why not to introduce that usefull function into Core?

Best regards,

Ratah

I think that with Random(n), it is really not much useful to add second parameter.

BTW, what IS actually missing is double Randomf(); (returning  $0 < x < 1$ ) - but with all bells and whistles... which might be a little bit harder than it seems to be done correctly.

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