

# random Float

<b>Syntax</b>	<pre>set aFloat = random(minimum, maximum)</pre>	
<b>Semantics</b>	random() returns aFloat value between minimum and maximum.	
<b>Substitutables</b>	minimum, maximum	Can be any variable or object attribute having the type <b>Float</b> . If maximum is less or equal minimum an error will occur.
<b>Examples</b>	<pre>set rand = random(0.0, 1.0);</pre>	