
Format

RND

Description

The RND subprogram in RXB has been replaced with a TI BASIC version as the normal XB RND subprogram is hindered with so much Floating Point as to make it 3 times slower than the TI BASIC version of RND. Extensive testing proves that the new RXB RND is many times faster than the previous version.

There will actually be some programs expecting a particular RND pattern of random numbers that will no longer work the same as a result of this change. But games will appear more random than normal Extended Basic.

The RANDOMIZE seed still works but the results of the that pattern of random numbers will be different than normal XB, thus unless absolutely required will be a bigger benefit than the cost of this XB previous feature.

Program

RND example to prove speed		>100 DIM N(100)
Counter in a FOR loop		>110 FOR X=1 TO 100
Load Array with random numbers		>120 N(X)=RND
Show that number		>130 PRINT N(X)
Repeat loop till done		>140 NEXT X

Run this above example in TI BASIC, XB and RXB 2015 to show game type results of program results with new RND

Options

Random Music programs will sound very very fast.