Format   RANDOMIZE

                RANDOMIZE SEED

Description

  The RANDOMIZE command can be found on XB manual page 151 to
help explain it's use. RXB unlike any other XB produced has
a feature that makes RND and RANDOMZE different and better.
When you start up RXB from Title screen a keyboard scan is
used to select your choices and the time it takes you to press
a key deternimes random number seed on XB start up. Thus more
random then other XB variants well unless you use RANDOMIZE or
RANDOMIZE SEED that would be exactly like other XB versions.
This is why I would suggest take out or never use RANDOMIZE if
you want random numbers generated in RXB.

Program

Will put hex >3567 into seed | >100 RANDOMIZE
RND example to prove speed | >110 DIM N(100)
Counter in a FOR loop | >120 FOR X=1 TO 100
Load Array with random numbers| >130 N(X)=RND
Show that number | >140 PRINT N(X)
Repeat loop till done | >150 NEXT X

Run this above example in TI BASIC, XB and RXB 2020 to
show game type results of program results with new RND

Options
Random Music programs will sound very very fast.