

AdiIRC - \$rand - # 3

Added in 1.9.0

\$rand(v1,v2)

Returns a random number or letter between v1 and v2.

Same as [\\$r](#).

See also [\\$rand](#).

Parameters

if v1 and v2 are both numeric, returns random number in that range
otherwise returns a character in the range of characters v1 and v2

valid number range -2^{63} through $2^{63}-1$

Example

```
; Get a random number between 10 and 100.  
//echo -ag $rand(10,100)
```

```
; Get a random number between -10 and +10.  
//echo -ag $rand(10,-10)
```

```
; Get a random letter between g and y.  
//echo -ag $rand(g,y)
```

```
; Get a random character between A and z. Since 'A' is codepoint 65 and 'z' is codepoint 122, this  
includes non-alphanumeric codepoints 91-96 [\]^_`  
//echo -ag $rand(A,z)
```

```
To obtain only the 52 case-insensitive characters: //echo -a $iif($rand(0,1),$rand(A,Z),$rand(a,z)  
)
```

```
Numeric includes numbers at the beginning of strings.  
//echo -a $rand(1X,4X) is the same as $rand(1,4)
```

```
Only 1st character of non-numeric string is used.  
//echo -a $rand(AB,CD) is in the range A through C
```

```
No 'good' random number generator creates equal outcome of all numbers in the range, but they should be fairly close to the average
```

```
//hfree -w test | hmake test | var %i 100000 | while (%i) { hinc test $rand(1,100) | dec %i } | var %i 1, %a | while (%i isnum 1-100) { var %a %a %i $+ = $+ $hget(test,%i) | inc %i } | echo -a %a
```