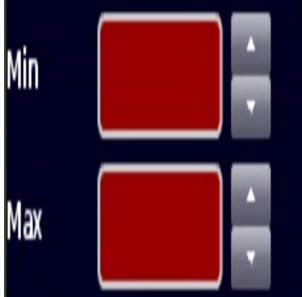


# Set Random

The **Set Random** block allows the user to generate a random number within a defined range.

## PARAMETERS IMPORTANT



- **Min and max:** establishes the range to generate a random number from.



- **Integer numbers:** if this is set to 1, results will be whole numbers (ex: 1, 5, 400). If this is blank or set to zero, the results will include values with decimals (ex: 1.2135, 4.6007, 0.0003)



## MORE INFORMATION

- [Array](#)
- [Increment](#)
- [Set Array](#)
- [Set](#)
- [Setup](#)
- [Var](#)

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