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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. RANDOMIZE SEED in RXB is same as TI BASIC randomize seed. Thus in RXB do not expect the same random numbers as you would get with any other XB made. RXB is way more random due to this change different then any other Extended Basic.

### 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 due to the speed increase in RXB RND is much faster.