
Subject: Random Generation

Posted by [Gernader8](#) on Wed, 09 Jul 2003 15:14:08 GMT

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I was wondering if it is possible to create a box, and give the box certain properties so that a certain object would be created randomly inside the box. See what I am working on right now, I'm trying to make a field with some tall grass. Now, I can create field but it does look right at an angle. I want to achieve some randomness in the field, but not do it by hand.

Subject: Random Generation

Posted by [General Havoc](#) on Wed, 09 Jul 2003 15:42:51 GMT

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As you may know that computers are unable to generate random things. However you can let it pick out of a group of things. You can make a spawner and set a list of items that may be spawned the more frequent the item appears in the list the more chance it has of being picked for spawn. It basically a weapon spawner except it can be nearly anything to spawn.

_General Havoc

Subject: Random Generation

Posted by [Gernader8](#) on Wed, 09 Jul 2003 16:06:14 GMT

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Well I need to do this inside of Renx, and usually a "random generation" is a pattern a computer creates with set variables

Subject: Random Generation

Posted by [Sir Phoenixx](#) on Wed, 09 Jul 2003 16:56:22 GMT

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General HavocAs you may know that computers are unable to generate random things.

Wrong.

Subject: Random Generation

Posted by [pulverizer](#) on Wed, 09 Jul 2003 16:57:48 GMT

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or you have to programm it first, I think.

Subject: Random Generation

Posted by [General Havoc](#) on Wed, 09 Jul 2003 16:58:06 GMT

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Well it is possible to use multiple sets of terrain in one map. You make say like 10 fields and then make a spawner to spawn one of them when the game starts and it will be picked randomly.

What i meant by computers not being able to generate random numbers is that they can't to a certain extent. I.E. there is a process it follows for obtaining the number like pick a number after 10 cycles of number pattern.

_General Havoc

Subject: Random Generation

Posted by [Sir Phoenixx](#) on Wed, 09 Jul 2003 17:06:46 GMT

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General HavocWhat i meant by computers not being able to generate random numbers is that they can't to a certain extent. I.E. there is a process it follows for obtaining the number like pick a number after 10 cycles of number pattern.

You said that computers cannot create/generate random numbers, that they are unable to. The process by which a computers comes up with a random number doesn't matter, it's still generating random numbers.

Subject: Random Generation

Posted by [Gernader8](#) on Wed, 09 Jul 2003 17:22:28 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1364432238>

I am trying to make a field as I said. If you can see it, the texture repeats, and you can see the "planes." The only reason I want it to generate randomly is so I will not get this repeating look.

Subject: Random Generation

Posted by [Captkurt](#) on Wed, 09 Jul 2003 17:30:07 GMT

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Gernader8<http://www.n00bstories.com/image.fetch.php?id=1364432238>

I am trying to make a field as I said. If you can see it, the texture repeats, and you can see the "planes." The only reason I want it to generate randomly is so I will not get this repeating look. So manually rotate some of the field pieces.

Subject: Random Generation
Posted by [ohmybad](#) on Wed, 09 Jul 2003 17:35:42 GMT
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Captkurt
So manually rotate some of the field pieces.

Gernader8l want to achieve some randomness in the field, but not do it by hand.
:rolleyes:

Subject: Random Generation
Posted by [General Havoc](#) on Wed, 09 Jul 2003 17:36:20 GMT
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What i'm trying to say is that the generated number will NEVER be truly random. They follow a method of selection so it is not truly random. However they are normally adequate for most things that need a random input.

I have studied this topic before see <http://www.fourmilab.ch/hotbits/>

_General Havoc

Subject: Random Generation
Posted by [ohmybad](#) on Wed, 09 Jul 2003 17:41:08 GMT
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Oooh I think you just want to shuffle them around.

Subject: Random Generation
Posted by [General Havoc](#) on Wed, 09 Jul 2003 17:45:27 GMT
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Use one of those nois modifiers to make the terrain slightly bumpy so it doesn't look so uniform. Also you can select different pieces of grass and scale them up or down a bit same with the rotate tool. Also you could offset them from the x and y location so there not in line.

_General Havoc

Subject: Random Generation
Posted by [SomeRhino](#) on Thu, 10 Jul 2003 22:28:21 GMT
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gMax doesn't have the scatter tool like Max, but you could apply a noise modifier as GH said. Be sure to check fractal. I've been experimenting with tall grass like this as well.

Subject: Random Generation

Posted by [boma57](#) on Thu, 10 Jul 2003 23:11:31 GMT

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Sir PhoenixxThe process by which a computers comes up with a random number doesn't matter, it's still generating random numbers.

True random items involve no process. If there is any sort of process involved in the picking of the item or number, then it is not truly random - which is why a computer generates pseudo-random numbers instead of a truly random number.

It would take a sentient A.I. to pick a non-pseudo random number.

Random is defined as having no pattern or purpose, and you can make the pattern the computer uses to find the number more complicated to make the number seem more random, but there is still a process.

Subject: Random Generation

Posted by [Dante](#) on Fri, 11 Jul 2003 05:07:25 GMT

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you will never achieve what you are looking for, and the total amount of time you probably spent looking for a shortcut, it could have been done by hand.

not to knock your work, but only spending the time to get it right will seperate you from every other shortcut taking modeling n00b in the world.

Subject: Random Generation

Posted by [Gernader8](#) on Fri, 11 Jul 2003 15:32:24 GMT

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Danteyou will never achieve what you are looking for, and the total amount of time you probably spent looking for a shortcut, it could have been done by hand.

not to knock your work, but only spending the time to get it right will seperate you from every other shortcut taking modeling n00b in the world.

I was doing it way before this, I was just curious.
