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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.

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