
Subject: Re: Commands->Get_Random_Int() is of very poor quality

Posted by [Xpert](#) on Sun, 12 Aug 2012 21:25:03 GMT

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Also, crates like DEPOINTS and DEMONEY doesn't work in SSGM 2.0.2 and SSGM 4.0 because if you do something like

```
int RndGood = Commands->Get_Random_Int(1,2);
```

The random number will always be "1".

If it was like

```
int RndGood = Commands->Get_Random_Int(1,3);
```

Then the result will either be "1" or "2".

I did the above in my crates plugin to get those crates to work.
