

True Random PRO

Leave everything to chance



Documentation

crosstales LLC

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Table of Contents

1. Overview.....	4
1.1. Why use True Random?.....	4
1.2. How does this differ from Unity Random?.....	4
2. Features.....	5
2.1. Generate true random.....	5
2.2. Documentation & control.....	5
2.3. Compatibility.....	5
3. Demonstration.....	6
3.1. GenerateFloat.....	6
3.2. GenerateInteger.....	6
3.3. GenerateSequence.....	7
3.4. GenerateString.....	7
3.5. GenerateVector2.....	8
3.6. GenerateVector3.....	8
3.7. GenerateVector4.....	9
3.8. DiceRoll.....	9
3.9. Magic 8-Ball.....	10
4. Setup.....	11
4.1. Add True Random.....	11
5. API.....	13
5.1. TRManager.....	13
5.1.1. GenerateInteger.....	13
5.1.2. GenerateFloat.....	13
5.1.3. GenerateSequence.....	14
5.1.4. GenerateString.....	14
5.1.5. GenerateVector2.....	14
5.1.6. GenerateVector3.....	14
5.1.7. GenerateVector4.....	14
5.1.8. Calculate Quota.....	15
5.2. Callbacks.....	16
5.2.1. Integers.....	16
5.2.2. Floats.....	16
5.2.3. Sequence.....	16
5.2.4. Strings.....	16
5.2.5. Vector2.....	17
5.2.6. Vector3.....	17
5.2.7. Vector4.....	17
5.2.8. Errors.....	17
5.2.9. Quota.....	17
5.2.10. Example.....	18
5.3. Use PRNG.....	18
5.4. Complete API.....	18
6. Quota.....	19
7. Verify installation.....	19
8. Upgrade to new version.....	19
9. Important notes.....	20
10. Problems, improvements etc.....	20
11. Release notes.....	20
12. Credits.....	20
13. Contact and further information.....	21

14. Our other assets.....22

Thank you for buying our asset "True Random"!

If you have questions about this asset, send us an email at truerandom@crosstales.com. Please don't forget to rate it or write a little review – it's very much appreciated.

1. Overview

1.1. Why use True Random?

"True Random" can generate random numbers for you or your game. They are "truly random", because they are generated with **atmospheric noise**, which supersedes the pseudo-random number algorithms typically use in computer programs.

People use True Random for holding drawings, lotteries and sweepstakes, to drive online games, for scientific applications and for art and music.

Here some more information regarding "true" vs. "pseudo-" random:

There are two principal methods used to generate random numbers. The first method measures some physical phenomenon that is expected to be random and then compensates for possible biases in the measurement process. Example sources include measuring [atmospheric noise](#), thermal noise, and other external electromagnetic and quantum phenomena. For example, cosmic background radiation or radioactive decay as measured over short timescales represent sources of natural [entropy](#).

The second method uses computational [algorithms](#) that can produce long sequences of apparently random results, which are in fact completely determined by a shorter initial value, known as a seed value or [key](#). As a result, the entire seemingly random sequence can be reproduced if the seed value is known. This type of random number generator is often called a [pseudorandom number generator](#). This type of generator typically does not rely on sources of naturally occurring entropy, though it may be periodically seeded by natural sources. This generator type is non-blocking, so they are not rate-limited by an external event, making large bulk reads a possibility.¹

1.2. How does this differ from Unity Random?

Perhaps you have wondered how Unity generates randomness. In reality, random numbers used in Unity are pseudo-random, which means they are generated in a predictable fashion using a mathematical formula.

This is fine for many purposes, but it may not be random in the way you expect it to be when you think of dice rolls and lottery drawings.

¹ https://en.wikipedia.org/wiki/Random_number_generation#True_vs._pseudo-random_numbers

2. Features

2.1. Generate true random

- Following **data types** can be generated randomly:
 - **Integers, Floats & Sequences**
 - **Strings**
 - **Vector2, Vector3 & Vector4**
- Extension methods for vectors to generate **Colors** and **Quaternions**

2.2. Documentation & control

- **Test-Drive** the random generators in the **editor**!
- Powerful [API](#) for **maximum control**!
- Detailed **demo scenes**!
- Comprehensive [documentation](#) and **support**!
- Full **C# source code**

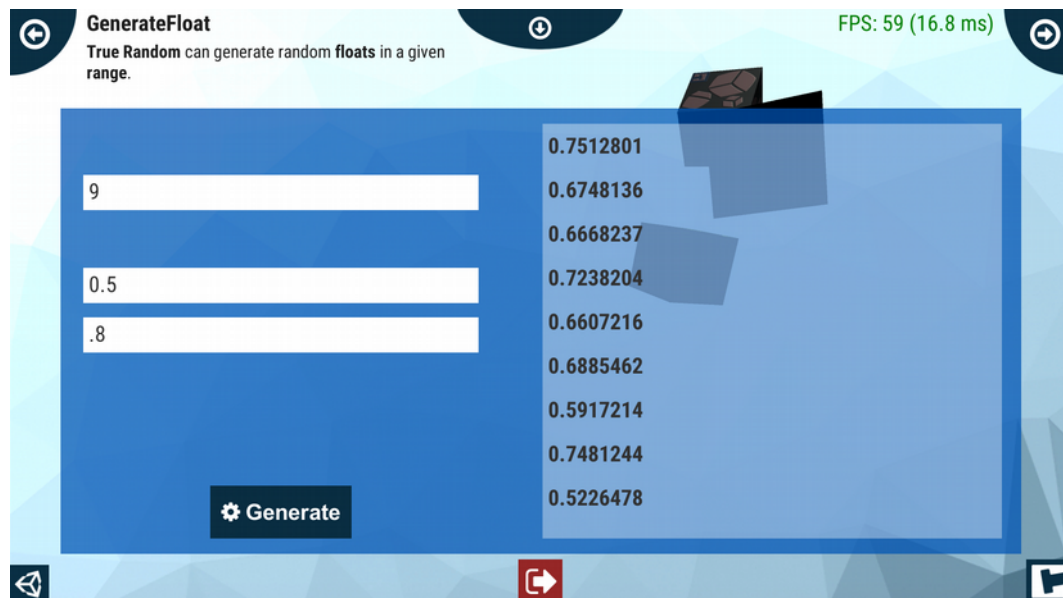
2.3. Compatibility

- Supports **all build platforms**!
- Works with **Windows, Mac** and **Linux** editors!
- Compatible with **Unity 5.3 – Unity 2018**
- Works with [Online Check](#)
- [PlayMaker](#) actions!

3. Demonstration

The asset comes with many demo scenes to show the main usage.

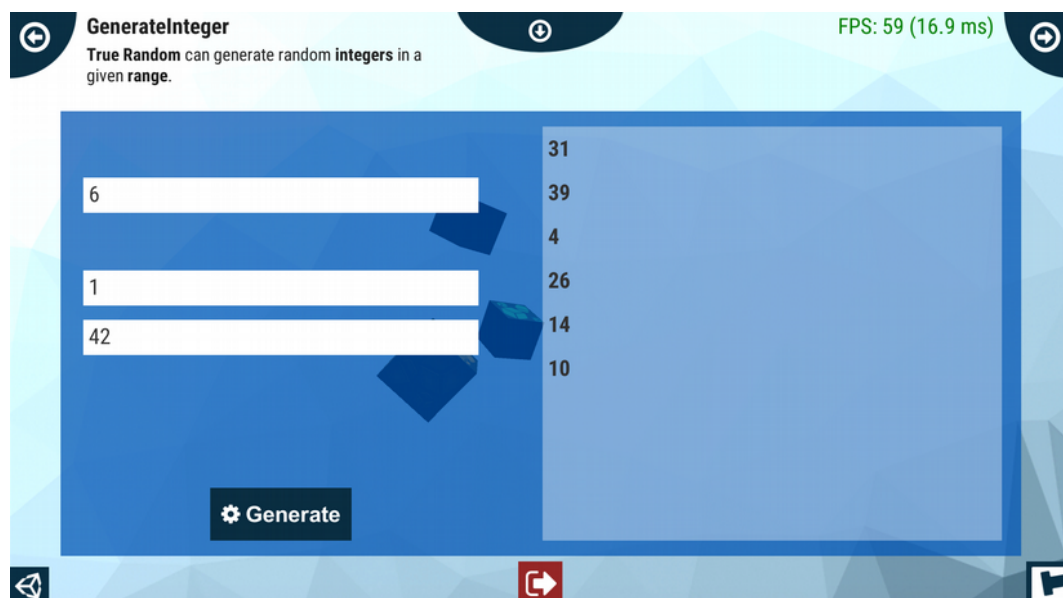
3.1. GenerateFloat



This demo scene shows how to generate floats.

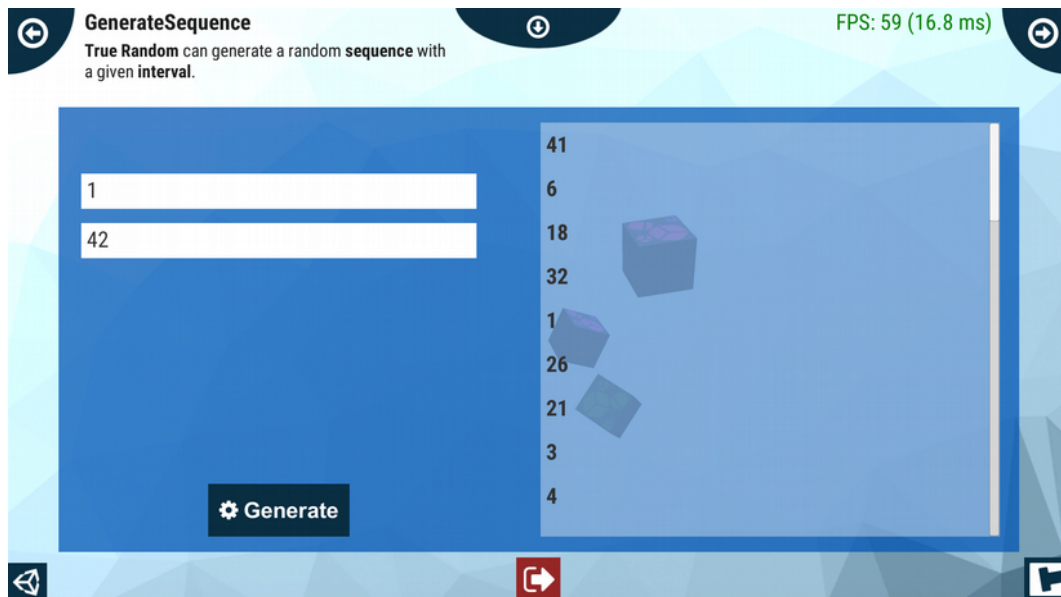
3.2. GenerateInteger

This demo scene shows how to generate integers.



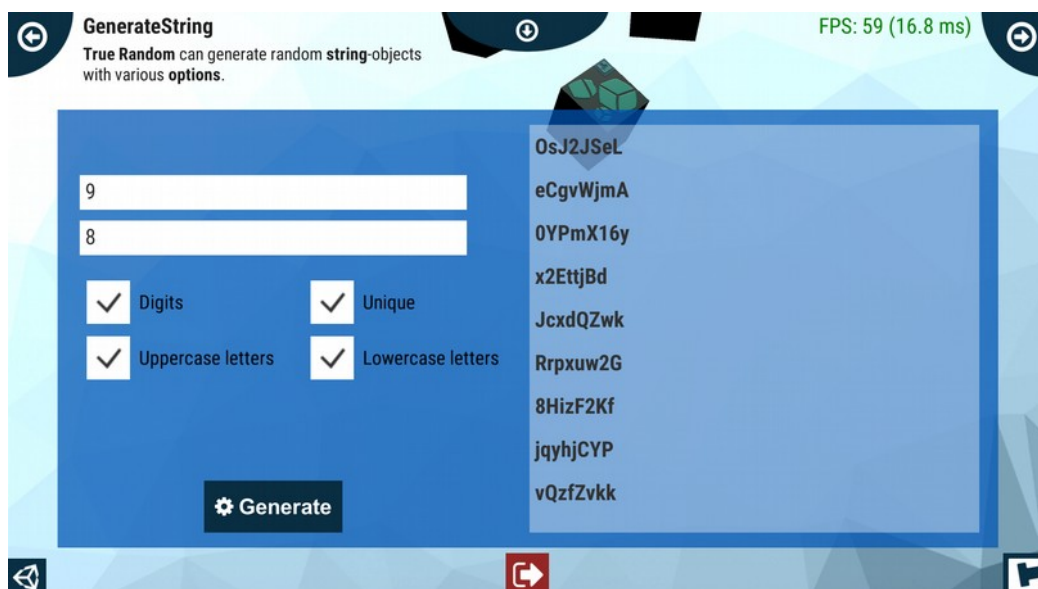
3.3. GenerateSequence

In this demo scene you can generate sequences with a given interval.



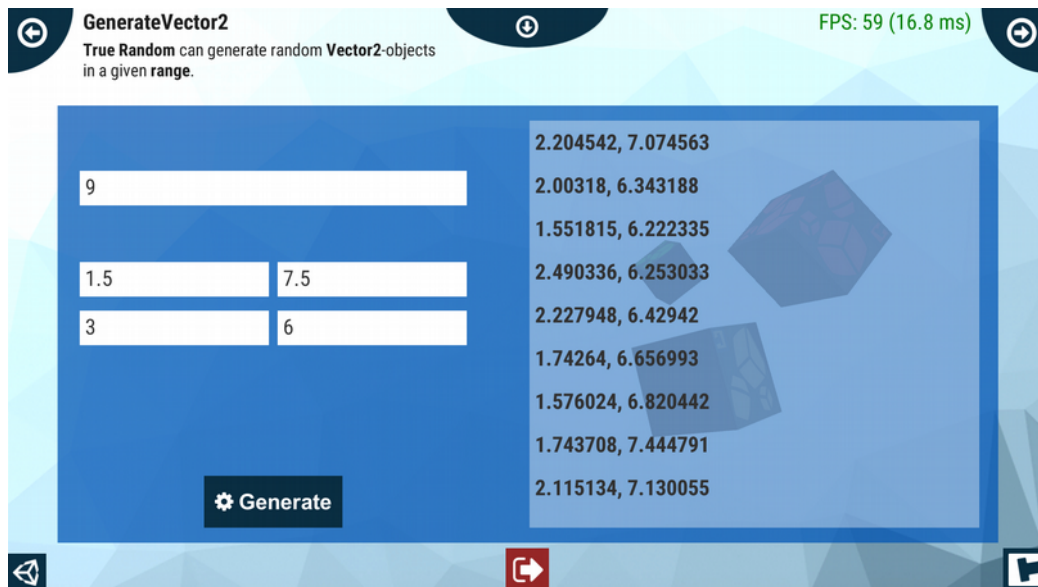
3.4. GenerateString

This scene shows how to generate strings.



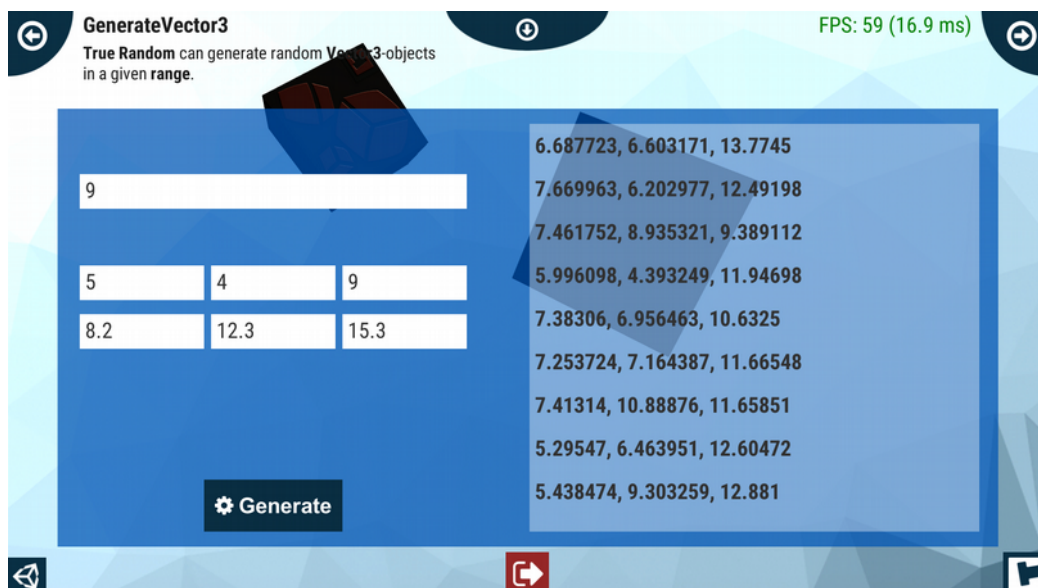
3.5. GenerateVector2

This scene shows how to generate Vector2.



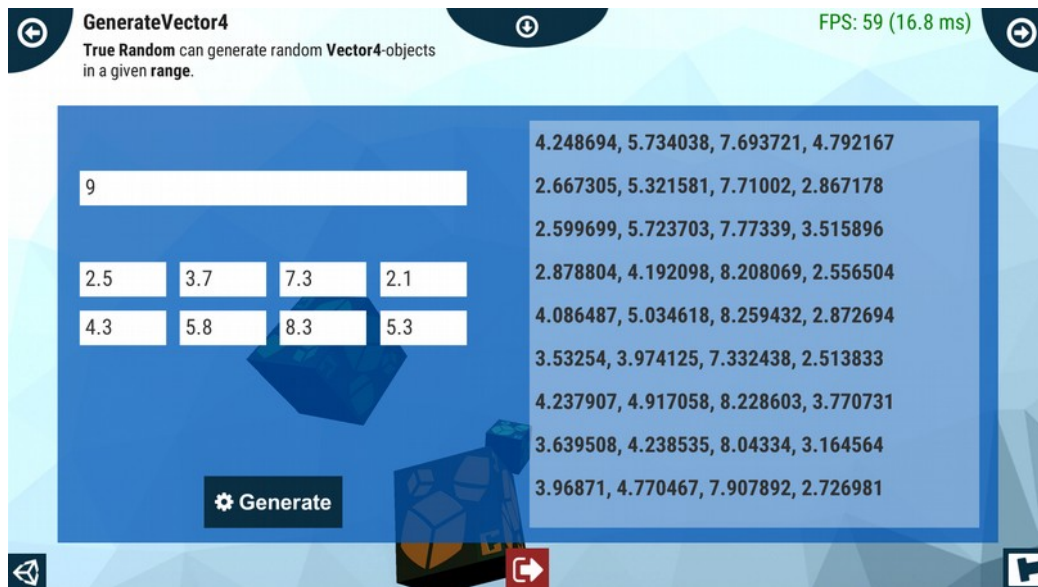
3.6. GenerateVector3

This scene shows how to generate Vector3.



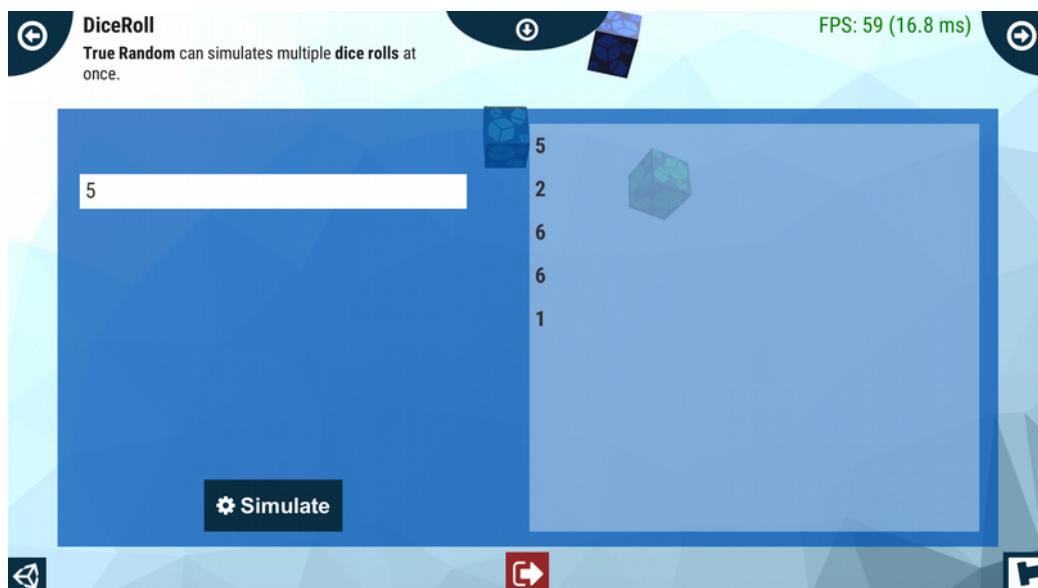
3.7. GenerateVector4

This scene shows how to generate Vector4.



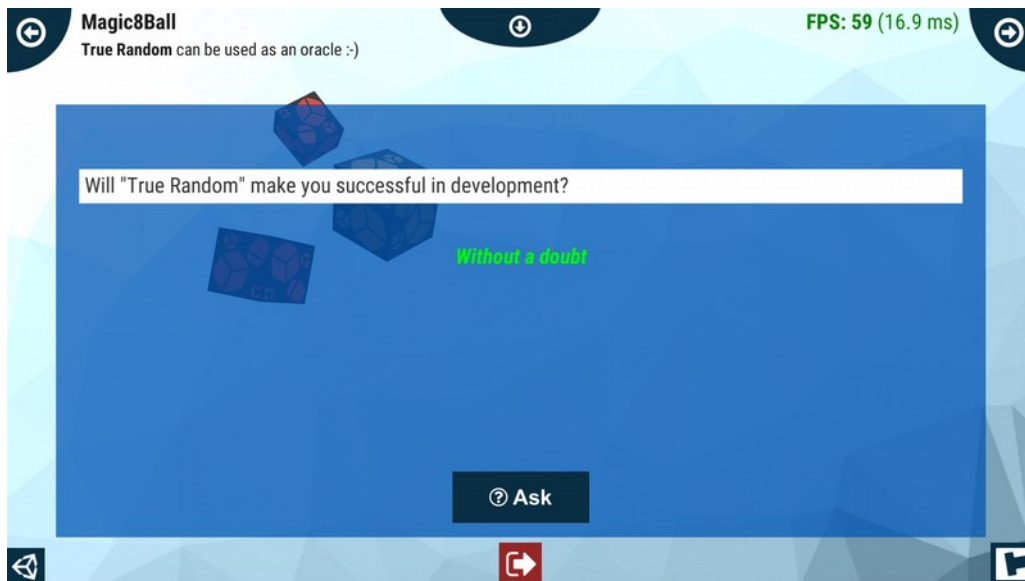
3.8. DiceRoll

This scene shows how to simulate dice rolls.



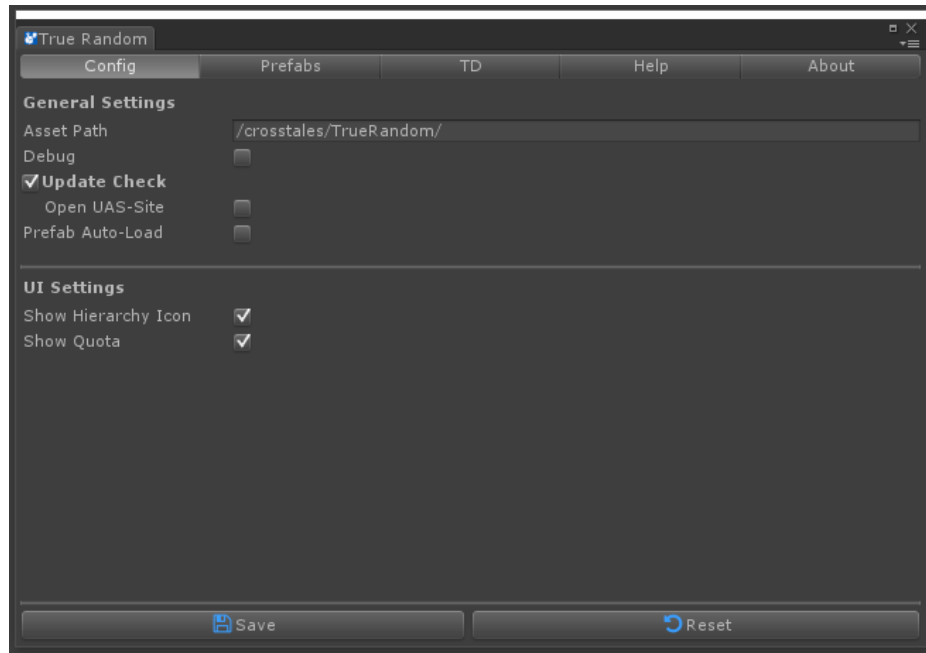
3.9. Magic 8-Ball

This scene shows how to use it in „Magic 8-Ball“.



4. Setup

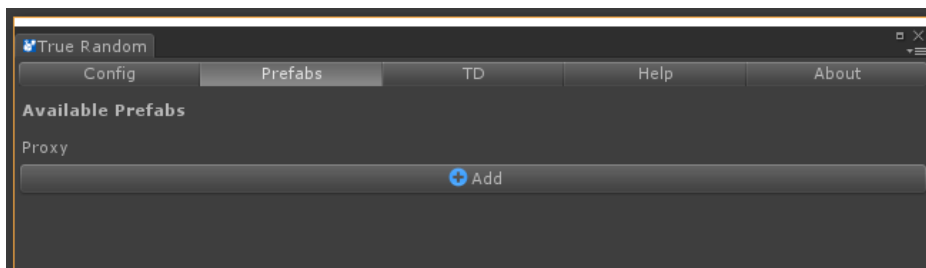
“True Random” has global settings under “Edit\Preferences...” and under “Tools\TR PRO\Configuration...”:



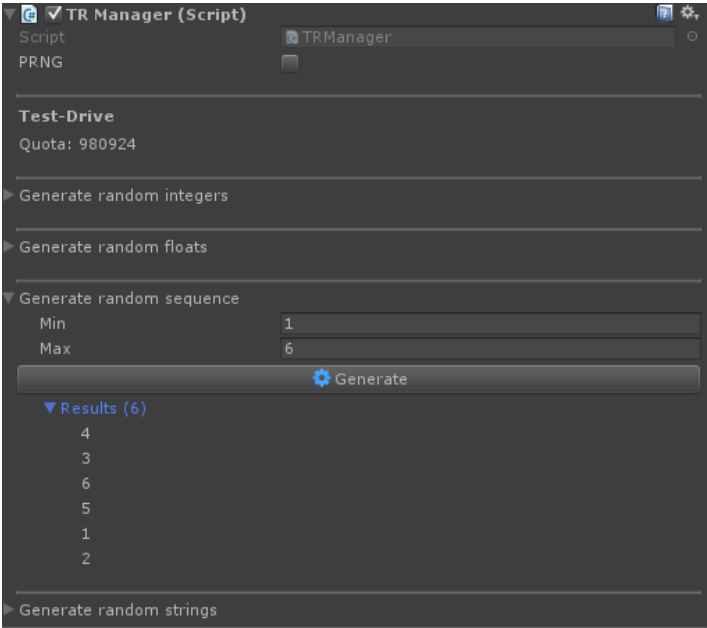
4.1. Add True Random

To add True Random manually to your project, there are two ways:

1. Add the prefab **TrueRandom** from *Assets/Plugins/crosstales/TrueRandom/Prefabs* to the scene
2. Or go to *Tools => TR PRO => Add => TrueRandom*
3. Right-click in the *hierarchy-window => TR PRO => TrueRandom*
4. Add it from the Prefabs-tab:



The TRManager looks like this:



5. API

The asset contains various methods and the most important are explained here.

Make sure to **include** the **name space** in your relevant source files:

```
using Crosstales.TrueRandom;
```

5.1. TRManager

The “TRManager.cs” is a singleton and contains the following static methods.

Important: you have to use the callbacks to get the result of the call!

You can also use the properties to get the last results:

TRManager.CurrentIntegers, **TRManager.CurrentFloats**, **TRManager.CurrentSequence**, **TRManager.CurrentStrings**, **TRManager.CurrentVector2**, **TRManager.CurrentVector3** and **TRManager.CurrentVector4**

5.1.1. GenerateInteger

Generate random integers.

For example:

```
//Generates 6 random numbers between 1 and 100  
TRManager.GenerateInteger(1, 100, 6);
```

5.1.2. GenerateFloat

Generate random floats.

For example:

```
//Generates 8 random numbers between 0.2 and 0.8  
TRManager.GenerateFloat(0.2f, 0.8f, 8);
```

5.1.3. GenerateSequence

Generate a random sequence with a given interval.

For example:

```
//Generates a random sequence with 42 numbers (interval 1 - 42)  
TRManager.GenerateSequence(1, 42);
```

5.1.4. GenerateString

Generate random string.

For example:

```
//Generates 5 random strings with a length of 10 characters  
TRManager.GenerateRandomString(10, 5);
```

5.1.5. GenerateVector2

Generate random Vector2.

For example:

```
//Generates 5 random vectors between 0 and 1  
TRManager.GenerateVector2(Vector2.zero, Vector2.one, 5);
```

5.1.6. GenerateVector3

Generate random Vector3.

For example:

```
//Generates 7 random vectors between 0 and 1  
TRManager.GenerateVector3(Vector3.zero, Vector3.one, 7);
```

5.1.7. GenerateVector4

Generate random Vector4.

For example:

```
//Generates 3 random vectors between 0 and 1  
TRManager.GenerateVector4(Vector4.zero, Vector4.one, 3);
```

5.1.8. Calculate Quota

There are various methods to calculate the needed size in bits:

```
//Calculates needed bits (from the quota) for generating 6 random integers with  
a maximal value of 100
```

```
int bitsForInt = TRManager.CalculateInteger(100, 6);
```

```
//Calculates needed bits (from the quota) for generating 8 random floats
```

```
int bitsForInt = TRManager.CalculateFloat(8);
```

```
//Calculates needed bits (from the quota) for generating a random sequence with  
an interval between 1 and 42
```

```
int bitsForSeq = TRManager.CalculateSequence(1, 42);
```

```
//Calculates needed bits (from the quota) for generating 5 random strings with  
a length of 10
```

```
int bitsForString = TRManager.CalculateString(10, 5);
```

```
//Calculates needed bits (from the quota) for generating 5 random Vector2
```

```
int bitsForVector2 = TRManager.CalculateVector2(5);
```

```
//Calculates needed bits (from the quota) for generating 7 random Vector3
```

```
int bitsForVector3 = TRManager.CalculateVector3(7);
```

```
//Calculates needed bits (from the quota) for generating 3 random Vector4
```

```
int bitsForVector4 = TRManager.CalculateVector4(3);
```

```
//This returns the current quota
```

```
int quota = TRManager.CurrentQuota;
```

5.2. Callbacks

There are various callbacks available. Subscribe them in the "OnEnable"-method and unsubscribe in "OnDisable".

5.2.1. Integers

```
GenerateIntegerStart();
```

```
GenerateIntegerStart OnGenerateIntegerStart;
```

```
GenerateIntegerFinished(List<int> result);
```

```
GenerateIntegerFinished OnGenerateIntegerFinished;
```

5.2.2. Floats

```
GenerateFloatStart();
```

```
GenerateFloatStart OnGenerateFloatStart;
```

```
GenerateFloatFinished(List<float> result);
```

```
GenerateFloatFinished OnGenerateFloatFinished;
```

5.2.3. Sequence

```
GenerateSequenceStart();
```

```
GenerateSequenceStart OnGenerateSequenceStart;
```

```
GenerateSequenceFinished(List<int> result);
```

```
GenerateSequenceFinished OnGenerateSequenceFinished;
```

5.2.4. Strings

```
GenerateStringStart();
```

```
GenerateStringStart OnGenerateStringStart;
```

```
GenerateStringFinished(List<string> result);
```

```
GenerateStringFinished OnGenerateStringFinished;
```


5.2.5. Vector2

GenerateVector2Start();

GenerateVector2Start **OnGenerateVector2Start**;

GenerateVector2Finished(List<Vector2> result);

GenerateVector2Finished **OnGenerateVector2Finished**;

5.2.6. Vector3

GenerateVector3Start();

GenerateVector3Start **OnGenerateVector3Start**;

GenerateVector3Finished(List<Vector3> result);

GenerateVector3Finished **OnGenerateVector3Finished**;

5.2.7. Vector4

GenerateVector4Start();

GenerateVector4Start **OnGenerateVector2Start**;

GenerateVector4Finished(List<Vector4> result);

GenerateVector4Finished **OnGenerateVector4Finished**;

5.2.8. Errors

ErrorInfo(string info);

ErrorInfo **OnErrorInfo**;

5.2.9. Quota

UpdateQuota(int quota);

UpdateQuota **OnUpdateQuota**;

5.2.10. Example

Get informed when the generation of a sequence starts and finishes:

```
void OnEnable() {
    // Subscribe event listeners
    TRManager.OnGenerateSequenceStart += seqStartMethod;
    TRManager.OnGenerateSequenceFinished += seqFinishedMethod;

    TRManager.GenerateSequence(1, 10);
}

void OnDisable() {
    // Unsubscribe event listeners
    TRManager.OnGenerateSequenceStart -= seqStartMethod;
    TRManager.OnGenerateSequenceFinished -= seqFinishedMethod;
}

private void seqStartMethod() {
    Debug.Log("seqStartMethod");
}

private void seqFinishedMethod(List<int> result) {
    Debug.LogWarning("seqFinishedMethod: " + result.Count);

    // do something with the result!
}
```

5.3. Use PRNG

There are also methods for every generator with standard PRNG which needs no quota. There are two possibilities:

1. Enable PRNG globally: „TRManager.isPRNG = true;“
2. Call the methods which ends with „PRNG“, like *GenerateVector2PRNG*

5.4. Complete API

For more details, please see the [TrueRandom-api.pdf](#)

6. Quota

True Random has a quota limitation of 1'000'000 random bits per IP-address in 24hours; this allows you to generate:

- min. 32'000 integers (depends on the integer size)
- min. 3'200 sequences (interval of 10 elements)
- min. 3'200 strings (length of 10 chars, depends on the settings)

If your quota expires, Unity's pseudo-random will be used automatically.

7. Verify installation

Check if True Random is installed:

```
#if CT_TR
    Debug.Log("TR installed: " + Util.Constants.ASSET_VERSION);
#else
    Debug.LogWarning("TR NOT installed!");
#endif
```

8. Upgrade to new version

Follow this steps to upgrade your version of "True Random PRO":

1. Update "True Random PRO" to the latest version from the "Unity AssetStore"
2. Inside your project in Unity, go to menu "File" => "New Scene"
3. Delete the "Assets/Plugins/crosstales/TrueRandom" folder from the Project-view²
4. Import the latest version downloaded from the "Unity AssetStore"

² Before 1.4.4: Assets/crosstales/TrueRandom

9. Important notes

After this setup, the “True Random” is ready to use. It is important to know that it uses the **singleton**-pattern, which means that **once instantiated**, “True Random” will **live until** the application is **terminated**.

Remember: it must be instantiated before you try to access it! Otherwise it's not possible to use it.

- Be patient, “True Random” is using a service from Random.org. They deliver huge amounts of randomly generated data to a lot of people. So generating your random stuff needs a little bit time.
- Don't send more than one generating request at once. Otherwise you risk that none of them return numbers.
- “True Random” isn't meant to replace Unity's pseudo-random. It's just for different needs.
- You start with a quota of 1'000'00 bits every 24 hours. Every bit you use will reduce your quota. If your quota expires, Unity's pseudo-random will be used automatically.

10. Problems, improvements etc.

If you encounter any problems with this asset, just [send us an email](#) with a problem description and the invoice number and we will try to solve it.

11. Release notes

See “VERSIONS.txt” under “Assets/Plugins/crosstales/TrueRandom/Documentation”.

12. Credits

“True Random” uses the API from <https://www.random.org/>.

We aren't affiliated to this company.

The icons are based on [Font Awesome](#).

13. Contact and further information

crosstales LLC

Schanzeneggstrasse 1

CH-8002 Zürich

Homepage: <https://www.crosstales.com/en/portfolio/truerandom/>

Email: truerandom@crosstales.com

AssetStore: <https://goo.gl/qwtXyb>

Forum: <https://goo.gl/N9OJ1K>










Documentation: <https://www.crosstales.com/media/data/assets/TrueRandom/TrueRandom-doc.pdf>

API: <https://goo.gl/u5YəXk>

WebGL-Demo: <https://goo.gl/1RYXe7>

Android-Demo: <https://www.crosstales.com/media/truerandom/TrueRandom.apk>

14. Our other assets

 <p>Bad Word Filter</p>	<p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p>
 <p>DJ</p>	<p>DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.</p>
 <p>File Browser</p>	<p>File Browser is a simple, free wrapper for native file dialogs on Windows and macOS.</p>
 <p>Online Check</p>	<p>You need a reliable solution to check for Internet availability? Here it is!</p>
 <p>Radio</p>	<p>Radio allows implementing free music from Internet radio stations into your project.</p>
 <p>RSockpol</p>	<p>Reliable Socket Policy Server which acts as replacement for Unitys own „sockpol.exe“.</p>
 <p>RT Voice</p>	<p>RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.</p>
 <p>TPS</p>	<p>Turbo Platform Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.</p>
 <p>Turbo Backup</p>	<p>Turbo Backup is the fastest and safest way to backup your Unity project. It only stores the difference between the last backup, this makes it incredible fast.</p>