# p5*js

Reference
Tutorials
Examples
Contribute
Community
About

</> Start Coding

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⊕ English ∨        ⚙ Accessibility ∨        🔍 Search

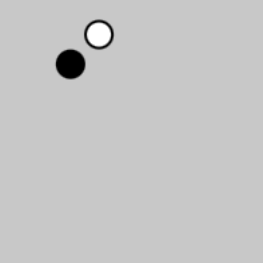# randomSeed()

Sets the seed value for the random() and randomGaussian() functions.

By default, random() and randomGaussian() produce different results each time a sketch is run. Calling `randomSeed()` with a constant argument, such as `randomSeed(99)`, makes these functions produce the same results each time a sketch is run.

## Examples

```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Get random coordinates.
  let x = random(0, 100);
  let y = random(0, 100);

  // Draw the white circle.
  circle(x, y, 10);

  // Set a random seed for consistency.
  randomSeed(99);

  // Get random coordinates.
  x = random(0, 100);
  y = random(0, 100);

  // Draw the black circle.
  fill(0);
  circle(x, y, 10);

  describe('A white circle appears at a random position. A
black circle appears at (27.4, 25.8).');
}
```

## Syntax

```
randomSeed(seed)
```

## Parameters

seed                Number: seed value.

This page is generated from the comments in src/math/random.js . Please feel free to edit it and submit a pull request!

## Related References

**random**
Returns a random number or a random element from an array.

**randomGaussian**
Returns a random number fitting a Gaussian, or normal, distribution.

**randomSeed**
Sets the seed value for the random() and randomGaussian() functions.

**p5.js**

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Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
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