

How to use ObjectRandomizer

1. Add the ObjectRandomizer script to a GameObject of your choice
2. Add elements to the list by pressing the small “+” icon. Make sure to assign something to each element in your list.
3. For coders: Calling RandomObject() on the script you added will return a reference to a UnityEngine.Object, which you might have to downcast to the type that you need. For example, if you are randomizing prefabs, and need to instantiate something of type GameObject, you can write something like this:

```
GameObject prefab = (GameObject)objectRandomizer.RandomObject ();
```

You can use this to randomize anything that inherits from UnityEngine.Object.