NiraExecuto said: ↑

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Main.rand is a System.Random object

seems to use it. And there are a couple of long numbers specified, are they seeds?

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[T-MEC] Terraria Mechanical Engineering Corps

Terraria Guides

Right. I had a look at the code for that function too, which I didn't manage to figure out. I was a little suspicious that includes system.uptime but then never

But regardless. The randomised data used should be pretty substantial, to the point where you're unlikely to ever see repeats in practice, right? And at any rate, it'll be massively shuffled up by the spawn mechanics constantly calling that function to determine if it's going to try and create a new monster...

T-MEC4 Haik

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