Format   RND

Description

 The RND subprogram in RXB has been replaced with a TI BASIC
version as the normal XB RND subprogram is hindered with so
much Floating Point as to make it 3 times slower then the
TI BASIC version of RND. Extensive testing proves that the
new RXB RND is many times faster then the previous version.
 There will actually be some programs expecting a particular
RND pattern of random numbers that will no longer work the
same as a result of this change. But games will appear more
random then normal Extended Basic.
 The RANDOMIZE seed still works but the results of the that
pattern of random numbers will be different then normal XB,
thus unless absolutely required will be a bigger benefit
then the cost of this XB previous feature.

Program

```
RND example to prove speed    | >100 DIM N(100)
Counter in a FOR loop         | >110 FOR X=1 TO 100
Load Array with random numbers| >120 N(X)=RND
Show that number              | >130 PRINT N(X)
Repeat loop till done         | >140 NEXT X
```

Run this above example in TI BASIC, XB and RXB 2015 to
show game type results of program results with new RND

Options
Random Music programs will sound very very fast.