

# POPs

Random Spin:

```
// The following makes it random:  
axis = rand(@id) - set(0.5, 0.5, 0.5);  
spinspeed *= rand(@id+0.1);
```

---

Revision #1

Created 18 June 2021 15:18:06 by Anthony

Updated 30 January 2024 17:37:22 by Anthony