

## Random

Random : Object

### Creating and Freeing Instances

- + **alloc** Allocates and returns a new instance
- **free** Frees an instance

### Getting The Class Version

- + **version** Returns the version of the class

### Initializing a New Instance

- **init** Initializes a new instance with seeds from system time
- **initSeeds:(int)s1 :(int)s2 :(int)s3** Initializes a new instance with given seeds

### Getting and Setting Seeds

- **newSeeds** Gets new seeds from system time
- **setSeeds:(int)s1 :(int)s2 :(int)s3** Sets seeds to those given
- **getSeeds:(int \*)s1 :(int \*)s2 :(int \*)s3** Stuffs seeds into int variables given

### Gaussian Parameters

- **(double)gOrigin** Returns the origin of Gaussian configuration
- **(double)gScale** Returns the scale of Gaussian configuration
- **setGOrigin:(double)anOrigin** Sets seeds to those given
- **setGScale:(double)aScale** Stuffs seeds into int variables given

### Getting Random Numbers

- (BOOL)**bool**
- (double)**gaussian**
- (double)**percent**
- (int)**rand**
- (double)**randFunc**:(ddfunc)*func*
- (int)**randMax**:(int)*max*
- (int)**randMin**:(int)*min* **max**:(int)*max*

Returns either YES or NO  
 Returns a Gaussian variable  
 Returns a double from 0.0 to 1.0  
 Returns an int from 0 to 32767  
 Returns an int from 0 to *max*  
 Returns an int from 0 to *max*  
 Returns an int from *min* to *max*

## Rolling Dice

- (int)**rollDie**:(int)*numSides*
- (int)**roll**:(int)*numRolls* **die**:(int)*numSides*
- (int)**rollBest**:(int)*numWanted*  
     **of**:(int)*numRolls*  
     **die**:(int)*numSides*

Returns an int from 1 to *numSides*  
 Returns an int from *numRolls* to *numRolls* \* *numSides*  
 Returns the best *numWanted* of *numRolls* rolls

## Archiving

- **read**:(NXTypedStream \*)*stream*
- **write**:(NXTypedStream \*)*stream*

Reads a Random from *stream*  
 Writes a Random to *stream*