

Version 2.0: Written by Gregor N. Purdy.
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ElkinsEngine

ElkinsEngine : RandomEngine : Object

Creating and Freeing Instances

- + **alloc**
- **free**

Allocates and returns a new instance
Frees an instance

Getting The Unit of Generation

- + (int)**unit**

Returns the unit of generation for the class

Generating Random Numbers

- **makeRandom:(uchar *)*storage***

Generate some random bits

Archiving

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

Reads an ElkinsEngine from *stream*
Writes an ElkinsEngine to *stream*