ElkinsEngine

ElkinsEngine : RandomEngine : Object

Creating and Freeing Instances

+ **alloc**   Allocates and returns a new instance
- **free**   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*   Reads an ElkinsEngine from *stream*
- **write:**(NXTypedStream *)*stream*   Writes an ElkinsEngine to *stream*