

DieRoller

DieRoller : Random : Object

Creating and Freeing Instances

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

Rolling Dice

- | | |
|---|---|
| - (int) rollBest :(int) <i>want</i> of :(int) <i>rolls</i> die :(int) <i>sides</i> | Returns the sum of the best <i>want</i> out of <i>rolls</i> rolls of <i>sides</i> -sided dice |
| - (int) roll :(int) <i>rolls</i> die :(int) <i>sides</i> | Returns the sum of <i>rolls</i> rolls of a <i>sides</i> -sided die |
| - (int) rollDie :(int) <i>sides</i> | Returns the result of rolling a <i>sides</i> -sided die |

Archiving

- | | |
|---|--------------------------------------|
| - read :(NXTypedStream *) <i>stream</i> | Reads a DieRoller from <i>stream</i> |
| - write :(NXTypedStream *) <i>stream</i> | Writes a DieRoller to <i>stream</i> |