

Version 2.0: Written by Gregor N. Purdy.
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DieRoller

DieRoller : Random : Object

Creating and Freeing Instances

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

Rolling Dice

- (int)**rollBest**:(int)*want* **of**:(int)*rolls* **die**:(int)*sides* Returns the sum of the best *want* out of *rolls* rolls of *sides*-sided dice
- (int)**roll**:(int)*rolls* **die**:(int)*sides* Returns the sum of *rolls* rolls of a *sides*-sided die
- (int)**rollDie**:(int)*sides* Returns the result of rolling a *sides*-sided die

Archiving

- **read**:(NXTypedStream *)*stream* Reads a DieRoller from *stream*
- **write**:(NXTypedStream *)*stream* Writes a DieRoller to *stream*