

Random

Random : Object

Creating and Freeing Instances

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

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

Seed Operations

- **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

Getting Random Numbers

- **(int)rand** Returns an int from 0 to 32767
- **(int)randMax:(int)max** Returns an int from 0 to *max*
- **(int)randMin:(int)min max:(int)max** Returns an int from *min* to *max*
- **(float)percent** Returns a float from 0.0 to 1.0

Rolling Dice

- **(int)rollDie:(int)numSides** Returns an int from 1 to *numSides*
- **(int)roll:(int)numRolls die:(int)numSides** Returns an int from *numRolls* to *numRolls * numSides*
- **(int)rollBest:(int)numWanted
of:(int)numRolls
die:(int)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*