

Version 2.0: Written by Gregor N. Purdy.  
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## 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*