

Version 2.0: Written by Gregor N. Purdy.
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StandardEngine

StandardEngine : RandomEngine : Object

Creating and Freeing Instances

- + **alloc**
- **free**

Allocates and returns a new instance
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*
- **write:**(NXTypedStream *)*stream*

Reads a StandardEngine from *stream*
Writes a StandardEngine to *stream*