

Version 2.0: Written by Gregor N. Purdy.
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StandardEngine

StandardEngine : 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
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Generating Random Numbers

- makeRandom:(uchar *)storage	Generate some random bits
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Archiving

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