

**R250Engine**

INHERITS FROM RandomEngine

CLASS DESCRIPTION

The R250Engine class implements a random number generator that is reasonably fast.

The algorithm used by the R250Engine class is that given in the article:

"A Fast Pseudo Random Number Generator" by W.L. Maier  
Dr. Dobb's Journal, 1991 May, Page 152.  
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## METHOD TYPES

Creating and freeing instances

- + alloc
- free

Generation of random bits - makeRandom:

- + unit

Archiving

- read:
- write:

## CLASS METHODS

### **alloc**

- + **alloc**

Returns a new uninitialized instance.

### **unit**

- + (int)**unit**

Returns the number of bytes each invocation of **makeRandom:** will produce. For R250Engine, this is 4.

## INSTANCE METHODS

**free**

- **free**

Frees the memory occupied by the R250Engine instance and returns **nil**.

**makeRandom:**

- **makeRandom:**(uchar \*)*storage*

Iterates once through the R250 algorithm, and stuffs the results into *storage*.

**read:**

- **read:**(NXTypedStream \*)*stream*

Unarchives an R250Engine from *stream*.

See also: - **write:**

**write:**

- **write:**(NXTypedStream \*)*stream*

Archives an R250Engine to *stream*.

See also: - **read:**