

Version 2.0: Written by Gregor N. Purdy.  
Copyright ©1991, 1992 Contemporary Design Studios. All rights reserved.

## Gaussian

Gaussian : Random : Object

### Creating and Freeing Instances

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

### Getting and Setting the Gaussian Parameters

- (double)**gOrigin** Returns the center of the Gaussian distribution
- (double)**gScale** Returns the spread of the Gaussian distribution
- **setGOrigin:(double)anOrigin** Sets the center of the Gaussian distribution
- **setGScale:(double)aScale** Sets the spread of the Gaussian distribution

### Getting Gaussian Values

- (double)**gaussian** Returns a single Gaussian random value

### Archiving

- **read:(NXTypedStream \*)stream** Reads a Gaussian from *stream*
- **write:(NXTypedStream \*)stream** Writes a Gaussian to *stream*