Version 2.0: Written by Gregor N. Purdy.

Random

Random : Object

Creating and Freeing Instances

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

Getting The Class Version

+ version   Returns the version of the class

Initializing a New Instance

- initEngineClass:*aClass*   Initializes a new instance with engine of a given class
- initEngineInstance:*anObject*   Initializes a new instance with a given engine

Getting Random Numbers

- (BOOL)**bool**   Returns either YES or NO
- (double)**percent**   Returns a double from 0.0 to 1.0
- (int)**rand**   Returns an int from 0 to 32767
- (double)**randFunc:**(ddfunc)*func*   Returns an int from 0 to *max*
- (int)**randMax:**(int)*max*   Returns an int from 0 to *max*
- (int)**randMin:**(int)*min* **max:**(int)*max* Returns an int from *min* to *max*

Archiving

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