

Version 2.0: Written by Gregor N. Purdy.
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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:**