Version 2.0: Written by Gregor N. Purdy.

DieRoller

DieRoller : Random : Object

Creating and Freeing Instances

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

Rolling Dice

- (int)**rollBest:**(int)*want* **of:**(int)*rolls* **die:**(int)*sides*	Returns the sum of the best *want* out of *rolls* rolls of *sides*-sided dice
- (int)**roll:**(int)*rolls* **die:**(int)*sides*	Returns the sum of *rolls* rolls of a *sides*-sided die
- (int)**rollDie:**(int)*sides*	Returns the result of rolling a *sides*-sided die

Archiving

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