

Version 2.0: Written by Gregor N. Purdy.  
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## ElkinsEngine

ElkinsEngine : RandomEngine : Object

### Creating and Freeing Instances

- + **alloc**
- **free**

Allocates and returns a new instance  
Frees an instance

### Getting The Unit of Generation

- + (int)**unit**

Returns the unit of generation for the class

### Generating Random Numbers

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

Generate some random bits

### Archiving

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

Reads an ElkinsEngine from *stream*  
Writes an ElkinsEngine to *stream*