

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

## RandomEngine

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*

Subclass responsibility

### Archiving

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

Reads a RandomEngine from *stream*  
Writes a RandomEngine to *stream*