

ROOT::Math::TRandomEngine	ROOT::Math::LCGEngine
Rndm	fSeed
@~TRandomEngine	LCGEngine
operator=	@~LCGEngine
	SetSeed
	Rndm
	operator()
	IntRndm
	MinInt
	MaxInt
	Size
	Name
	SetState
	GetState
	Counter
	Rndm_impl