

# The Random Library version 1.0

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## Introduction:

The Random Library provides pseudo-random generator.

## Exported functions:

The **random** function generates pseudo-random byte sequences :

```
VOID random(  
    [OUT] BYTE    *pbRandomBytes  
    [IN]  UINT    dwRandomSequenceLen  
);
```

### Parameters:

*pbRandomBytes*

Points to the buffer to receive random bytes.

*dwRandomSequenceLen*

The number of random bytes to generate. If *dwRandomSequenceLen* is NULL, then the random generator is set to the initial state.

### Return Value:

This function does not return a value.

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