Generating random numbers: RND64 Algorithm

RND64 algorithm represents an algorithm for generating 64-bit random numbers based on the block symmetric algorithm with a secret key. The size of the secret key of RND64 algorithm may be 16 or 32 bytes (128 or 256 bit). The minimal size of a data block initializing the generator amounts to 8 bytes. The size of data blocks should be a multiple of 8 bytes.

Use **GrdTransform** (or **GrdTransformEx)** function to generate random numbers using RND64 algorithm. Indicate the number name of the corresponding algorithm in **dwAlgoNum** parameter upon calling the function. The contents of **pData** buffer do not affect the result.