

**RooQuasiRandomGenerator**

**MaxDimension**  
**NBits**  
**MaxDegree**  
**MaxPrimitiveDegree**  
**\_nextq**  
**\_sequenceCount**  
**\_coefsCalculated**  
**\_cj[31][12]**  
**\_primitivePoly[13][6]**  
**\_polyDegree[13]**  
**fglsA**

**@~RooQuasiRandomGenerator**  
**RooQuasiRandomGenerator**  
**reset**  
**generate**  
**calculateCoefs**  
**calculateV**  
**polyMultiply**  
**add**  
**mul**  
**sub**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**