

```
// RNG.cs

#define USE_TINY_MT
// #define USE_DOT_NET

using System;

namespace ToyBox {
    public class RNG {
#if USE_TINY_MT
        TinyMT mTinyMT=new TinyMT();
#elif USE_DOT_NET
        Random mRandom=new Random();
#else
        ulong mSeed=7564231;
        ulong mMult=62089911;
#endif

        public float Value {
            get {
#if USE_TINY_MT
                float ret=mTinyMT.GenerateFloat(); // [0,1)
#elif USE_DOT_NET
                float ret=(float)mRandom.NextDouble();
#else
                unchecked { mSeed*=mMult; }
                float ret=(float)(mSeed%uint.MaxValue)/(float)uint.MaxValue;
#endif
                return ret;
            }
        }

        public void Jump(int inStep) {
#if USE_TINY_MT
            mTinyMT.Jump32((ulong)inStep);
#else
            for(int i=0; i<inStep; i++) {
                float t=Value;
            }
#endif
        }
    }
}
```