# C API for writing custom random number generator that can be used as Random objects

I want to write custom random number generators (RNGs) that can be used as an alternative to a Random object. Now custom RNGs with #rand method can be used for that purpose, but there is the method call overhead in the current implementation because #rand method is called through rb_funcallv_public. I want C API for writing RNGs because all of the random number generator algorithms I want to write are originally written in C. Nobu already created a pull-request for such purpose.