


CRandomizer::AddBytes



```
graph LR; A[CRandomizer::AddBytes] --> B[RAND_add]
```

A diagram showing a call from the function `CRandomizer::AddBytes` to the function `RAND_add`. The first box, containing `CRandomizer::AddBytes`, is shaded gray and has a black border. A dark blue arrow points from the right side of this box to the left side of the second box. The second box, containing `RAND_add`, is white and also has a black border.

RAND\_add