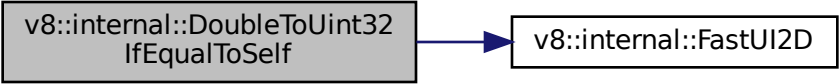


v8::internal::DoubleToUint32
IfEqualToSelf



```
graph LR; A["v8::internal::DoubleToUint32  
IfEqualToSelf"] --> B["v8::internal::FastUI2D"]
```

A diagram showing a call from the function `v8::internal::DoubleToUint32IfEqualToSelf` to the function `v8::internal::FastUI2D`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second.

v8::internal::FastUI2D