

softfloat_roundToUI32



```
graph LR; A[softfloat_roundToUI32] --> B[softfloat_raiseFlags]
```

A diagram showing a call from the function `softfloat_roundToUI32` to the function `softfloat_raiseFlags`. The first box is shaded gray and the second is white, both with black borders. A blue arrow points from the right side of the first box to the left side of the second box.

softfloat_raiseFlags