

softfloat_roundToUI32



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

A diagram showing a dependency between two functions. On the left, a gray rectangular box contains the text 'softfloat_roundToUI32'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text 'softfloat_raiseFlags'. Both boxes have a thin black border.

softfloat_raiseFlags