
Posted by [sf](#) on Mon, 08 Apr 2024 15:18:40 GMT

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```
Writeln(SimpleRoundTo(0.09435, -4));  
Writeln(SimpleRoundTo(0.19435, -4));  
Writeln(SimpleRoundTo(0.29435, -4));  
Writeln(SimpleRoundTo(0.39435, -4));  
Writeln(SimpleRoundTo(0.49435, -4));  
Writeln(SimpleRoundTo(0.59435, -4));  
Writeln(SimpleRoundTo(0.69435, -4));  
Writeln(SimpleRoundTo(0.79435, -4));  
Writeln(SimpleRoundTo(0.89435, -4));  
Writeln(SimpleRoundTo(0.99435, -4));
```

```
9.440000000000000E-0002  
1.943000000000000E-0001  
2.943000000000000E-0001  
3.944000000000000E-0001  
4.944000000000000E-0001  
5.944000000000000E-0001  
6.944000000000000E-0001  
7.944000000000000E-0001  
8.944000000000000E-0001  
9.944000000000000E-0001
```

```
9.4399999999999999973E-0002  
1.9440000000000000005E-0001  
2.9440000000000000014E-0001  
3.9440000000000000008E-0001  
4.9440000000000000003E-0001  
5.9440000000000000024E-0001
```

6.943999999999999999999999999999992E-0001
7.9440000000000000000000000000000014E-0001
8.9439999999999999999999999999999981E-0001
9.9440000000000000000000000000000003E-0001

Posted by [SD](#) on Mon, 08 Apr 2024 21:34:53 GMT
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http://docwiki.embarcadero.com/RADStudio/Alexandria/en/Float-Point_Number_Control_Routines

<http://docwiki.embarcadero.com/Libraries/Alexandria/en/System.Math.SimpleRoundTo>
can change the FPU rounding mode using the SetRoundMode function.

Posted by [sf](#) on Sat, 13 Apr 2024 13:34:54 GMT
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Posted by [SD](#) on Sat, 13 Apr 2024 21:29:18 GMT
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