

**BS2\_SetMaxThreadCount** ..... 1

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# BS2\_SetMaxThreadCount

```
#include "BS_API.h"

int BS2_SetMaxThreadCount(void* context, uint32_t maxThreadCount);
```

- [In] *context* : Context
- [Out] *maxThreadCount* :

가 . 4\*cpu core . 8

BS\_SDK\_SUCCESS , 가

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