

MTOBJECT::adjustThreadsNumber

```
graph LR; A[MTOBJECT::adjustThreadsNumber] --> B[MTOBJECT::setThreadsNb]; B --> B;
```

The diagram illustrates a sequence of operations. It starts with a gray rectangular box containing the text 'MTOBJECT::adjustThreadsNumber'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box containing the text 'MTOBJECT::setThreadsNb'. Above the white box, a curved blue arrow starts from its top edge and points back to its top edge, indicating a self-loop or a recursive call.

MTOBJECT::setThreadsNb