

iface_set_max_layer_num

```
graph LR; A[iface_set_max_layer_num] --> B[Decomposition_Base::set_max_layer_num]
```

A diagram showing a mapping from a function name to a C++ namespace function. On the left, a gray rectangular box contains the text 'iface_set_max_layer_num'. A blue arrow points from this box to a white rectangular box on the right. The white box contains the text 'Decomposition_Base::set_max_layer_num'.

Decomposition_Base
::set_max_layer_num