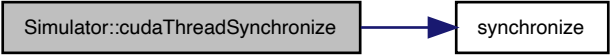


Simulator::cudaThreadSynchronize



```
graph LR; A[Simulator::cudaThreadSynchronize] --> B[synchronize]
```

A diagram showing a call from the function Simulator::cudaThreadSynchronize to the function synchronize. The first box is gray and the second is white, connected by a blue arrow.

synchronize