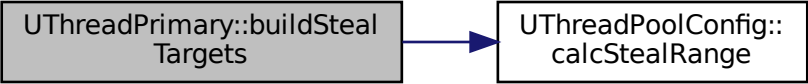


UThreadPrimary::buildSteal
Targets



```
graph LR; A[UThreadPrimary::buildStealTargets] --> B[UThreadPoolConfig::calcStealRange]
```

UThreadPoolConfig::
calcStealRange