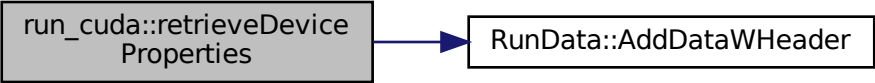


run_cuda::retrieveDevice
Properties



```
graph LR; A[run_cuda::retrieveDevice Properties] --> B[RunData::AddDataWHeader]
```

RunData::AddDataWHeader