

setFlushThreshold



```
graph LR; A[setFlushThreshold] --> B["League\Csv\InvalidArgument<br/>\dueToInvalidThreshold"]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'setFlushThreshold'. The right box is white with a black border and contains the text 'League\Csv\InvalidArgument' on the top line and '\dueToInvalidThreshold' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

League\Csv\InvalidArgument  
\dueToInvalidThreshold