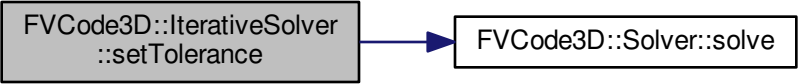


FVCode3D::IterativeSolver
::setTolerance



```
graph LR; A[FVCode3D::IterativeSolver::setTolerance] --> B[FVCode3D::Solver::solve]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FVCode3D::IterativeSolver' on the top line and '::setTolerance' on the bottom line. The right box is white with a black border and contains the text 'FVCode3D::Solver::solve'. A dark blue arrow points from the right side of the left box to the left side of the right box.

FVCode3D::Solver::solve