

```
std::unary_function  
< TypeVec< T, scn >  
::vec_type, T >
```



```
cv::gpu::device::unary  
_function< TypeVec< T,  
scn >::vec_type, T >
```



```
cv::gpu::device::color  
_detail::RGB2Gray< T,  
scn, bidx >
```