


cv::gpu::device::BrdConstant::at



```
graph LR; A[cv::gpu::device::BrdConstant::at] --> B[cv::gpu::device::saturate_cast]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'cv::gpu::device::BrdConstant::at'. The right box is white and contains the text 'cv::gpu::device::saturate\_cast'. A dark blue arrow points from the right side of the left box to the left side of the right box.

cv::gpu::device::saturate\_cast