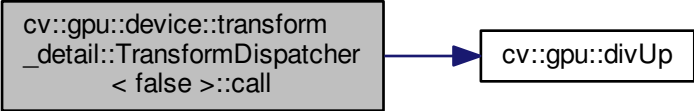


```
cv::gpu::device::transform  
_detail::TransformDispatcher  
< false >::call
```



```
graph LR; A["cv::gpu::device::transform  
_detail::TransformDispatcher  
< false >::call"] --> B["cv::gpu::divUp"]
```

A diagram showing a call to `cv::gpu::divUp` from a transform dispatcher. The left box, which is shaded gray, contains the text `cv::gpu::device::transform_detail::TransformDispatcher < false >::call`. A blue arrow points from the right side of this box to the right box, which is white and contains the text `cv::gpu::divUp`.

```
cv::gpu::divUp
```