

cv::gpu::device::color
_detail::HLS2RGBConvert



```
graph LR; A["cv::gpu::device::color_detail::HLS2RGBConvert"] --> B["cv::gpu::device::saturate_cast"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'cv::gpu::device::color_detail::HLS2RGBConvert'. The right box is white with a black border 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