

```
cv::gpu::device::saturate  
_cast< uint >
```

A diagram illustrating a mapping from a C++ template function to a specific implementation. On the left, a gray rectangular box contains the text `cv::gpu::device::saturate_cast< uint >`. A dark blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text `cv::gpu::device::saturate_cast`.

```
cv::gpu::device::saturate_cast
```