

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

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< int >`. A dark blue arrow points from the right side of this box to the right side of a white rectangular box on the right. The white box contains the text `cv::gpu::device::saturate_cast`. Both boxes have a black border.

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