```
std::unary_function
< TypeVec< uchar, scn
>::vec_type, TypeVec
< uchar, dcn >::vec_type >
```

```
cv::gpu::device::unary
_function< TypeVec< uchar,
scn >::vec_type, TypeVec
< uchar, dcn >::vec_type >
```

```
cv::gpu::device::color
_detail::Luv2RGB< uchar,
scn, dcn, srgb, blueIdx >
```