

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

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

```
cv::gpu::device::color  
_detail::HSV2RGB< T, scn,  
dcn, bidx, hr >
```

