


cv::gpu::device::BrdColConstant::at



```
graph LR; A[cv::gpu::device::BrdColConstant::at] --> B[cv::gpu::device::saturate_cast]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box has a light gray fill and a black border, containing the text 'cv::gpu::device::BrdColConstant::at'. The right box has a white fill and a black border, containing 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