

ColorSystemConverter

ColorSystemConverter(QObject *parent = 0)

rgb2cmyk(Mat& img, std::vector<Mat>& cmyk)

rgb2hsv(Mat img, vector<cv::Mat>& hsvVector)

rgb2hls(Mat img, vector<cv::Mat>& hlsVector)

rgb2lab(Mat img, vector<cv::Mat>& labVector)

showChannels(Mat inputImage, Mat channel[], std::string labels[], double scalar[][3], int convertBack, bool CMYK)

cmyk2rgb(const Mat & c, const Mat & m, const Mat & y, const Mat & k, Mat & rgb)

~ColorSystemConverter()