


DBoW2::BowVector::addWeight

DBoW2::TemplatedVocabulary  
< DBoW2::FBrief::TDescriptor,  
DBoW2::FBrief >::transform



```
graph LR; A["DBoW2::TemplatedVocabulary< DBoW2::FBrief::TDescriptor, DBoW2::FBrief >::transform"] --> B["DBoW2::BowVector::addWeight"]
```