|  |  |
| --- | --- |
| **palette\_escape\_val\_present\_flag** | ae(v) |
| if( palette\_escape\_val\_present\_flag ) |  |
| indexMax = palette\_size |  |
| else |  |
| indexMax = palette\_size − 1 |  |
| scanPos = 0 |  |
| while( scanPos < nCbS \* nCbS ) { |  |
| xC = x0 + travScan[ scanPos ][ 0 ] |  |
| yC = y0 + travScan[ scanPos ][ 1 ] |  |
| if( scanPos > 0) { |  |
| xC\_prev = x0 + travScan[ scanPos − 1 ][ 0 ] |  |
| yC\_prev = y0 + travScan[ scanPos − 1 ][ 1 ] |  |
| } |  |
| if(nCbS>=nCbs\_2D) |  |
| **palette\_mode\_2d**[ xC ][ yC ] | ae(v) |
| **else** |  |
| palette\_mode\_2d[ xC ][ yC ]=0 |  |
| if( (palette\_mode\_2d[ xC ][ yC ] == 0) && (palette\_mode\_2d[ xC\_prev ][ yC\_prev ]==1 || scanPos > = nCbS && palette\_mode[xC\_prev][yC\_prev] ! = COPY\_ABOVE)) |  |
| **palette\_mode**[ xC ][ yC ] | ae(v) |
| if(palette\_mode\_2d[ xC ][ yC ]==1) { |  |
| **2d\_mvx\_eq\_0**[ xC ][ yC ] | ae(v) |
| **2d\_mvy\_eq\_0**[ xC ][ yC ] | ae(v) |
| if(2d\_mvx\_eq\_0[ xC ][ yC ]==1) |  |
| 2d\_mvx[ xC ][ yC ] = 0 |  |
| else |  |
| **2d\_mvx**[ xC ][ yC ] |  |
| if(2d\_mvy\_eq\_0[ xC ][ yC ]==1) |  |
| 2d\_mvy[ xC ][ yC ] = 0 |  |
| else |  |
| **2d\_mvy**[ xC ][ yC ] |  |
| **}** |  |
| if(palette\_mode[ xC ][ yC ] ! = COPY\_ABOVE ) { |  |
| adjustedIndexMax = indexMax |  |
| adjustedRefIndex = indexMax + 1 |  |
| } |  |
| if( scanPos > 0 ) { |  |
| if( palette\_mode[xC\_prev][yC\_prev] = = INDEX ) { |  |
| adjustedIndexMax − = 1 |  |
| adjustedRefIndex = paletteMap[ xC\_prev ][ yC\_prev ] |  |
| } |  |
| if( scanPos > = nCbS && (palette\_mode[ xC\_prev ][ yC\_prev ] = = COPY\_ABOVE   ) { |  |
| adjustedIndexMax − = 1 |  |
| adjustedRefIndex = paletteMap[ xC ][ yC − 1 ] |  |
| } |  |
| } |  |
| if( palette\_mode[ xC ][ yC ] ! = COPY\_ABOVE ) { |  |
| if( adjustedIndexMax > 0 ) |  |
| **palette\_index** | ae(v) |
| if( palette\_index > = adjustedRefIndex ) |  |
| palette\_index++ |  |
|  |  |
| } |  |
| **if(palette\_mode\_2d**[ xC ][ yC ]==1**) {** |  |
| **2d\_width[ xC ][ yC ]** |  |
| **2d\_height[ xC ][ yC ]** |  |
| **} else {** |  |
|  |  |
| **palette\_run** | ae(v) |
| **}** |  |
| if(palette\_mode\_2d[ xC ][ yC ]==1) { |  |
| for(y=0 ;y<2d\_height[ xC ][ yC ] :+=y) { |  |
| for(x=0 ;x<2d\_width[ xC ][ yC ] :+=x) { |  |
| xC = x0 + travScan[ scanPos ][ 0 ]+((travScan[ scanPos ][ 1 ]&1)? –x : x) |  |
| yC = y0 + travScan[ scanPos ][ 1 ]+y |  |
| if(CodedMap[xC][yC] == 0) { |  |
| if(2d\_mvx\_eq\_0==1 && 2d\_mvx\_eq\_0==1) |  |
| paletteMap[ xC ][ yC ] = paletteMap[ xC-2d\_mvx ][ yC-2d\_mvy ] |  |
| else |  |
| paletteMap[ xC ][ yC ] = palette\_index |  |
| CodedMap[xC][yC] = -1 |  |
| } |  |
| } |  |
| } |  |
| scanPos += 2d\_width[ xC ][ yC ] |  |
| } else { |  |
| runPos = 0 |  |
| runMode = palette\_mode[ xC ][ yC ] |  |
| while ( runPos < = palette\_run ) { |  |
| xC = x0 + travScan[ scanPos ][ 0 ] |  |
| yC = y0 + travScan[ scanPos ][ 1 ] |  |
| if(CodedMap[xC][yC] != 0) { |  |
| palette\_run++ |  |
| } else { |  |
| CodedMap[xC][yC] = -1 |  |
| if( palette\_mode[ xC ][ yC ] = = INDEX ) { |  |
|  |  |
| paletteMap[ xC ][ yC ] = palette\_index |  |
| } else { |  |
|  |  |
| paletteMap[ xC ][ yC ] = paletteMap[ xC ][ y − 1 ] |  |
| } |  |
| } |  |
| runPos++ |  |
| scanPos++ |  |
| } |  |
| } |  |
| } |  |
| scanPos = 0 |  |
| while( scanPos < nCbS \* nCbS ) { |  |
| if(palette\_index = = palette\_size ) { |  |
| for( cIdx = 0; cIdx < 3; cIdx++ ) { |  |
| **palette\_escape\_val** |  |
| paletteEscapeVal[ cIdx ][ xC ][ yC ] = palette\_escape\_val |  |
| } |  |
| scanPos++ |  |
| } |  |
| } |  |
|  |  |
| previousPaletteSize = palette\_size |  |
| current\_size = palette\_size |  |
| for( i = 0; i < palette\_size; i++ ) |  |
| for ( cIdx = 0; cIdx < 3; cIdx++ ) |  |
| tempPaletteEntries[ cIdx ][ i ] = palette\_entries[ cIdx ][ i ] |  |
| for( i = 0; i < previousPaletteStuffingSize && current\_size < max\_palette\_predictor\_size;   i++ ) |  |
| if( previous\_palette\_entry\_flag[ i ] = = 0 ) { |  |
| for ( cIdx = 0; cIdx < 3; cIdx++ ) |  |
| tempPaletteEntries[ cIdx ][ current\_size ] = previousPaletteEntries[ cIdx ][ i ] |  |
| current\_size++ |  |
| } |  |
| previousPaletteStuffingSize = current\_size |  |
| previousPaletteEntries = tempPaletteEntries |  |
| } |  |