G.8.5 Decoding process for coding units coded in inter prediction mode

The specifications in subclause 8.5 apply with the following modification:

– If use\_mvi\_flag is equal to 1 and ( PredMode is equal to MODE\_SKIP or PredMode is equal to MODE\_INTER and merge\_flag[ xP ][ yP ] is equal to 1 ) and merge\_idx[ xP ][ yP ] is equal to 0, the following ordered steps apply:

1. The variable TextureModeDepth[ x0 >> Log2MinCbSize ][ y0 >> Log2MinCbSize ] is set equal to the current value of the variable cbDepth.
2. The syntax elements split\_coding\_unit\_flag[  ][  ] as well as the motion vectors and reference indices are inherited from the co-located region of the corresponding texture picture.
3. The region with undefined or unclear motion data is filled up with motion vector equal to (0,0), reference index equal to 0, and prediction type (uni-prediction or bi-prediction) equal to slice type.