Modification of WD

Derivation process for luma motion vectors for Interview skipped macroblocks in P, SP and B slices

This process is invoked when mb\_type is equal to P\_Skip, nal\_unit\_type is equal to 21, DepthFlag is equal to 0, and MbVSSkipFlag is equal to 1.

Outputs of this process are the motion vectors mvL0 \_i with i = 0, 1, 2, 3, … , 14, 15 and the reference index refIdxL0.

The reference index refIdxL0 and reference picture InterViewPic for a VSP skipped macroblock are derived as the interview picture that appears first in RefPicList0.

For the derivation of the motion vector mvL0\_i of a P\_Skip macroblock type, the following ordered steps are specified:

* Inter-view reference picture InterViewPic and an offset vector dv are derived as specified by the following ordered steps:

– The inverse macroblock scanning process as specified in subclause 6.4.1 is invoked with CurrMbAddr as the input and the output is assigned to ( x1, y1 ).

– The inverse macroblock partition scanning process specified in subclause 6.4.2.1 is invoked with mbPartIdx as the input and the output assigned to ( dx1, dy1 ).

– The inverse sub-macroblock partition scanning process specified in subclause 6.4.2.2 is invoked with mbPartIdx and subMbPartIdx as the input and the output assigned to ( dx2, dy2 ).

– The process specified in subclause  is invoked with depthPic set to DepthCurrPic, dbx1 set to x1 + dx1 + dx2, dby1 set to y1 + dy1 + dy2 and listSuffixFlag as input and InterViewPic, an offset vector dv and an variable InterViewAvailable as outputs.

* The motion vector mvL0\_i with i = (4 \* mbPartIdx + subMbPartIdx) is set to the offset dv.

After motion compensation:

The reference index refIdxL0 is set as not available

The motion vector mvL0\_i with i = 0, 1, 2, 3, … , 14, 15 is set equal to zero motion vector.