**G.7.3.2.2 Sequence parameter set RBSP synta**

The specifications in subclause 7.3.2.2 apply with the following additions

|  |  |
| --- | --- |
| seq\_parameter\_set\_extension\_rbsp( ) { | Descriptor |
| **…** |  |
| **base\_view\_flag** | u(1) |
| if (!base\_view\_flag){ |  |
| **disp\_mvdy\_zero\_flag** | u(1) |
| **depth\_flag** | u(1) |
| **…** |  |
| } |  |
| **…** |  |
| } |  |

**G.7.4.2.2 Sequence parameter set RBSP semantics**

The specifications in subclause 7.4.2.2 apply with the following modifications and additions

**disp\_mvdy\_zero\_flag** equals to 1 specifies that the vertical component of motion vector associated with inter-view prediction shall be zero and its difference is not present. disp\_mvdy\_zero\_flag equals to 0 specifies that that vertical components of motion vector differences is present. When disp\_mvdy\_zero\_flag is not present, it is inferred to be equal to 0.

**G.7.3.10.2 Motion vector difference coding syntax**

|  |  |
| --- | --- |
| mvd\_coding( x0, y0, refList ) { | **Descriptor** |
| **abs\_mvd\_greater0\_flag**[ 0 ] | ae(v) |
| if(!inter\_view\_pred || !disp\_mvdy\_zero\_flag) |  |
| **abs\_mvd\_greater0\_flag**[ 1 ] | ae(v) |
| if(abs\_mvd\_greater0\_flag[ 0 ] ) |  |
| **abs\_mvd\_greater1\_flag**[ 0 ] | ae(v) |
| if(abs\_mvd\_greater0\_flag[ 1 ] ) |  |
| **abs\_mvd\_greater1\_flag**[ 1 ] | ae(v) |
| if(abs\_mvd\_greater0\_flag[ 0 ] ) { |  |
| if(abs\_mvd\_greater1\_flag[ 0 ] ) |  |
| **abs\_mvd\_minus2**[ 0 ] | ae(v) |
| **mvd\_sign\_flag**[ 0 ] | ae(v) |
| } |  |
| if(abs\_mvd\_greater0\_flag[ 1 ] ) { |  |
| if(abs\_mvd\_greater1\_flag[ 1 ] ) |  |
| **abs\_mvd\_minus2**[ 1 ] | ae(v) |
| **mvd\_sign\_flag**[ 1 ] | ae(v) |
| } |  |
| } |  |

**G 7.4.10.2 Motion vector difference coding semantics**

The specifications in subclause 7.4.10.2 apply with the following modifications and additions

**abs\_mvd\_greater0\_flag[** compIdx **]** specifies whether the absolute value of a motion vector component difference is greater than 0. The horizontal motion vector component difference is assigned compIdx = 0 and the vertical motion vector component is assigned compIdx = 1. When abs\_mvd\_greater0\_flag is not present, it is inferred to be equal to 0. The variable inter\_view\_pred , which specifies whether the prediction unit associated with the motion vector difference is used as inter-view prediction, is derived as follows:

When the ViewId of the RefPicListLX[ refIdxLX ] is not equal to ViewId, inter\_view\_pred is set to be 1, otherwise inter\_view\_pred is set to be 0.