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| **Joint Collaborative Team on 3D Video Coding Extensions**  **of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11**  4th Meeting: Incheon, KR, 20–26 Apr. 2013 | Document: JCT3V-D0124 |

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| *Title:* | **Proposed text for JCT3V-D0124** | | |
| *Status:* | Input document | | |
| *Purpose:* | Proposal | | |
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| *Source:* | Samsung Electronics Co. Ltd. | | |

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General Coding unit syntax

|  |  |
| --- | --- |
| coding\_unit( x0, y0, log2CbSize , ctDepth) { | **Descriptor** |
| if( transquant\_bypass\_enable\_flag ) { |  |
| **cu\_transquant\_bypass\_flag** | ae(v) |
| } |  |
| if( slice\_type != I ) |  |
| **skip\_flag**[ x0 ][ y0 ] | ae(v) |
| if( skip\_flag[ x0 ][ y0 ] ) |  |
| prediction\_unit( x0, y0, log2CbSize ) |  |
| if ( icEnableFlag ) |  |
| **ic\_flag** | ae(v) |
| else { |  |
| nCbS = ( 1 << log2CbSize ) |  |
| if( slice\_type != I ) |  |
| **pred\_mode\_flag** | ae(v) |
| if( PredMode = = MODE\_INTRA && DepthFlag && slice\_type = = I ) |  |
| **sdc\_flag**[ x0 ][ y0 ]   [Ed. (GT): In software there seems to be a dependency of position of sdc\_flag and slice type.] | ae(v) |
| if( sdc\_flag[ x0 ][ y0 ] ) { |  |
| **sdc\_pred\_mode** | ae(v) |
| if( sdc\_pred\_mode = = 1 ) |  |
| **wedge\_full\_tab\_idx**[ x0 ][ y0 ] | ae(v) |
| } else { |  |