H.8.5.2.1 Derivation process for motion vector components and reference indices

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For use in derivation processes of variables invoked later in the decoding process, the following assignments are made for x = xP.. ( xP + nPbW − 1 ), y = yP..( yP + nPbH− 1 ) (with X being either 0 or 1):

~~IvpMvFlagLX[ x ][ y ] = ivpMvFlagLX (‑79)~~

…

H.8.5.2.1.1 Derivation process for luma motion vectors for merge mode

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~~15. The disparity availability flag ivpMvFlagLX is derived as follows (with X being replace by 0 or 1).~~

* + - ~~If all of the following conditions are true, ivpMvFlagLX is set equal to 1~~
      * ~~availableFlagIvMC = = 1~~
      * ~~merge\_idx[ xP][ yP ] = = 0~~
      * ~~predFlagLXIvMC = = 1~~
    - ~~Otherwise, ivpMvFlagLX is set equal to 0.~~

H.8.5.4 Derivation process for disparity vectors

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1. ~~The flag availableIvpMvSearchFlagN is set equal to availableN.~~
2. ~~When one of the following conditions is true, availableIvpMvSearchFlagN is set equal to 0.~~
   * + ~~N is equal to B0 and ( ( yN  >>  Log2CtbSizeY )  <<  Log2CtbSizeY ) is less than ( ( yC >> Log2CtbSizeY ) << Log2CtbSizeY)~~
     + ~~N is equal to B1 and ( ( yN  >>  Log2CtbSizeY )  <<  Log2CtbSizeY ) is less than ( ( yC >> Log2CtbSizeY )  <<  Log2CtbSizeY)~~
     + ~~N is equal to B2 and ( ( yN  >>  Log2CtbSizeY )  <<  Log2CtbSizeY ) is less than ( ( yC >> Log2CtbSizeY )  <<  Log2CtbSizeY )~~
3. ~~The flag availableFlagIvpMvN is set equal to 0.~~
4. For each X from 0 to 1, the following applies:
   * + When availableDV is equal to 0, availableN is equal to 1, RefIdxLX[ xN ][ yN ] is greater than or equal to 0, and PredFlagLX[ xN ][ yN ] is equal to 1, the following applies:
       - If RefPicListX[ RefIdxLX[ xN ][ yN ] ] is an inter-view reference picture, the following applies:

refViewIdx = ViewIdx( RefPicListX[ RefIdxLX[ xN ][ yN ] ] ) (H‑)  
mvDisp = MvLXN[ xN ][ yN ] (H‑)  
availableDV = 1 (H‑)

* + - * ~~Otherwise (RefPicListX[ RefIdxLX[ xN ][ yN ] ] is not an inter-view reference picture), the following applies:~~ 
        + ~~When availableIvpMvSearchFlagN is equal to 1, availableFlagIvpMvN is equal to 0, and PredMode[ xN ][ yN ] is equal to MODE\_SKIP and IvpMvFlagLX[ xN ][ yN ] is equal to 1, the following applies:~~

~~ivpMvDispN = MvDispRefined[ xN ][ yN ] (‑236)  
refViewIdxN = RefViewIdx[ xN ][ yN ] (‑237)  
availableFlagIvpMvN = 1 (‑238)~~

~~When availableDV is equal to 0 for each N being A~~~~1~~~~, B~~~~1~~~~, B~~~~0~~~~, A~~~~0~~~~, and B~~~~2~~~~, the following applies.~~

* + ~~When availableDV is equal to 0 and availableFlagIvpMvN is equal to 1, the following applies:~~
    - 1. ~~mvDisp = ivpMvDispN (‑239)  
         refViewIdx = refViewIdxN (‑240)  
         availableDV = 1 (‑241)~~

When availableDV is equal to 0 and availableA1 is equal to 1, the following applies:

mvDisp = MvRefinedDisp [ xA1 ][ yA1 ]  (‑239)  
refViewIdx = refViewIdxA1 (‑240)  
availableDV = 1 (‑241)

When availableDV is equal to 0, availableB1  is equal to 1, and ( ( yB1 >>  Log2CtbSizeY ) << Log2CtbSizeY ) is less than ( ( yC  >>  Log2CtbSizeY ) <<  Log2CtbSizeY), the following applies:

mvDisp = MvRefinedDisp [ xB1 ][ yB1 ]  (‑242)  
refViewIdx = refViewIdxB1 (‑243)  
availableDV = 1 (‑244)