H.8.5.2.1.13 Derivation process for the texture merging candidate

For X in the range of 0 to 1, inclusive, the following applies:

* 1. ~~The variable textPredFlagLX is set equal to PredFlagLX of textPic. The variable textRefIdxLX is set equal to RefIdxLX of textPic. The variable textMvLX is set equal to the MvLX of textPic.~~
  2. ~~When X is equal to 0 or the current slice is a B slice, the following applies:~~
     + ~~When textPredFlagLX[ xRef ][ yRef ] is equal to 1, the following applies:~~ 
       1. ~~mvLXT[ 0 ] = ( textMvLX[ xRef ][ yRef ][ 0 ] + 2 ) >> 2 (‑143)~~
       2. ~~mvLXT[ 1 ] = ( textMvLX[ xRef ][ yRef ][ 1 ] + 2 ) >> 2 (‑144)~~
       3. ~~refIdxLX = textRefIdxLX[ xRef ][ yRef ] (‑145)~~
       4. ~~predFlagLXT = 1 (‑146)~~
       5. ~~availableFlagT = 1 (‑147)~~
  + mVFound is set to be 0;
  + When X is equal to 0 or the current slice is a B slice, and mVFound is equal to 0, for i in the range of 0 to NumRefPicsLX – 1, inclusive, the following applies:
    - If PredFlagLX of textPic is equal to 1, PicOrderCnt( RefPicListX[ i ] ) is equal to textRefPicOrderCntLX[ xRef ][ yRef ] and ViewIdx( RefPicListX[ i ] ) is equal to textRefViewIdxLX[ xRef ][ yRef ], the following applies:
      * mvLXT[ 0 ] = ( textMvLX[ xRef ][ yRef ][ 0 ] + 2 ) >> 2
      * mvLXT[ 1 ] = ( textMvLX[ xRef ][ yRef ][ 1 ] + 2 ) >> 2
      * refIdxLX = i
      * predFlagLXT = 1
      * availableFlagT = 1
      * mVFound is set to be 1