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

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6. Depending on DepthFlag, the following applies.

* + - If DepthFlag is equal to 0, the variable availableFlagT is set equal to 0.

Otherwise ( DepthFlag is equal to 1), the derivation process for the texture merging candidate as specified in subclause is invoked with the luma location ( xP, yP ), the variables nPSW and nPSH, the offsets ( nPSW – 1 ) >> 1 and ( nPSH – 1 ) >> 1 as the inputs and the outputs are the flag availableFlagT…

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1. When availableFlagVSP is equal to 1, the entry mergeCandList[ numMergeCand ] is set equal to VSP, the entry mergeCandIsVspFlag[ numMergeCand ] is set equal 1 and the variable numMergeCand is increased by 1.
2. If DepthFlag is equal to 0, the variable availableFlagTA is set equal to 0.

Otherwise ( DepthFlag is equal to 1), the derivation process for the texture merging candidate as specified in subclause is invoked with the luma location ( xP, yP ), the variables nPSW and nPSH, the offsets nPSW and nPSH as the inputs and the outputs are the flag availableFlagTA, the prediction utilization flags predFlagL0TA and predFlagL1TA, the reference indices refIdxL0TA and refIdxL1TA, and the motion vectors mvL0TA and mvL1TA.If mergeCandList[0] is equal to N, predFlagL0TA is equal to predFlagL0N, predFlagL1TA is equal to predFlagL1N, refIdxL0TA is equal to refIdxL0N, refIdxL1TA is equal to refIdxL1N, mvL0TA is equal to mvL0N and mvL1TA is equal to mvL1N, then predFlagL0TA, predFlagL1TA, mvL0TA, and mvL1TA are all set equal to 0; refIdxL0TA and refIdxL1TA are both set equal to -1. Otherwise, mergeCandList[ numMergeCand ] is set equal to TA, the entry mergeCandIsVspFlag[ numMergeCand ] is set equal to 0 and the variable numMergeCand is increased by 1.

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H.8.5.2.1.13 Derivation process for the texture merging candidate

Inputs to this process are:

* a luma location ( xP, yP ) of the top-left luma sample of the current prediction unit relative to the top-left luma sample of the current picture,
* variables nPSW and nPSH specifying the width and the height, respectively, of the current prediction unit,
* variables nOffsetX and nOffsetY specifying the offset position to get the texture location.

…

The texture luma location ( xRef, yRef ) is derived by:

* 1. xRef = Clip3( 0, PicWidthInSamplesL – 1, xP + nOffsetX )
  2. yRef = Clip3( 0, PicHeightInSamplesL – 1, yP + nOffsetY)

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