H.7.3.2.1.2 Video parameter set extension 2 syntax

|  |
| --- |
| vps\_extension2( ) { |
| while( !byte\_aligned( ) ) |
| **vps\_extension\_byte\_alignment\_reserved\_one\_bit** |
| for( i = 0; i <= vps\_max\_layers\_minus1; i++ ) { |
| layerId = layer\_id\_in\_nuh[ i ] |
| if ( layerId ! = 0 ) { |
| **cp\_present\_flag**[ layerId ] |
| if ( !VpsDepthFlag[ layerId ] ) { |
| **iv\_mv\_pred\_flag**[ layerId ] |
| **iv\_res\_pred\_flag**[ layerId ] |
| **depth\_refinement\_flag**[ layerId ] |
| **view\_synthesis\_pred\_flag**[ layerId ] |
| **ic\_flag**[ layerId ] |
| } else { |
| **vps\_depth\_modes\_flag**[ layerId ] |
| **lim\_qt\_pred\_flag**[ layerId ] |
| if( vps\_depth\_modes\_flag[ layerId ] ) |
| **dlt\_flag**[ layerId ] |
| if( dlt\_flag[ layerId ] ) { |
| **num\_depth\_values\_in\_dlt**[ layerId ] |
| for ( j = 0; j < num\_depth\_values\_in\_dlt[ layerId ] ; j++) { |
| **dlt\_depth\_value**[ layerId ][ j ] |
| } |
| } |
| } |
| } |
| } |

**ic\_flag**[ layerId ]indicates whether illumination compensation is used in the decoding process of the layer with nuh\_layer\_id equal to layerId. ic\_flag[ layerId ] equal to 0 specifies that illumination compensation is not used for the layer with nuh\_layer\_id equal to layerId. ic\_flag[ layerId ]equal to 1 specifies that illumination compensation may be used for the layer with nuh\_layer\_id equal to layerId. When not present, the value of ic\_flag[ layerId ] shall be inferred to be equal to 0.

[with ic\_flag]

H.7.3.6 Slice segment header syntax

H.7.3.6.1 General slice segment header syntax

|  |
| --- |
| if( ( weighted\_pred\_flag && slice\_type = = P ) | |  ( weighted\_bipred\_flag && slice\_type = = B ) ) |
| pred\_weight\_table( ) |
| else if(ic\_flag[ layerId ] && !DepthFlag  layer\_id && !MvHevcCompatibilityFlag ) { |
| **slice\_ic\_enable\_flag** |
| if( slice\_ic\_enable\_flag **)** |
| **slice\_ic\_disable\_merge\_zero\_idx\_flag** |
| } |
| **five\_minus\_max\_num\_merge\_cand** |
| } |

-----------------------------------------------------------------------------------------------------------------------------------

[without ic\_flag]

H.7.3.6 Slice segment header syntax

H.7.3.6.1 General slice segment header syntax

|  |
| --- |
| if( ( weighted\_pred\_flag && slice\_type = = P ) | |  ( weighted\_bipred\_flag && slice\_type = = B ) ) |
| pred\_weight\_table( ) |
| else if(!DepthFlag  layer\_id && !MvHevcCompatibilityFlag ) { |
| **slice\_ic\_enable\_flag** |
| if( slice\_ic\_enable\_flag **)** |
| **slice\_ic\_disable\_merge\_zero\_idx\_flag** |
| } |
| **five\_minus\_max\_num\_merge\_cand** |
| } |