H.8.5.3.2 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~~

…

H.8.5.3.2.1 Derivation process for luma motion vectors for merge mode

…

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

* + - ~~If DepthFlag is equal to 0 and one of the following conditions is true, ivpMvFlagLX is set equal to 1~~
      * ~~predFlagLXIvMC && extMergeCandList[ merge\_idx[ xPb][ yPb ] ]  =  =  IvMC~~
      * ~~predFlagLXIvMCShift && extMergeCandList[ merge\_idx[ xPb][ yPb ] ]  = =  IvMCShift~~
    - ~~Otherwise, ivpMvFlagLX is set equal to 0.~~

H.8.5.5 Derivation process for disparity vectors

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~~5. The flag availableIvpMvSearchFlagN is set equal to availableN.~~

1. ~~When one of the following conditions is true, N is equal to B~~~~1~~ ~~and ( ( yN  >>  Log2CtbSizeY )  <<  Log2CtbSizeY ) is less than ( ( yCb >> Log2CtbSizeY )  <<  Log2CtbSizeY), availableIvpMvSearchFlagN is set equal to 0.~~
2. ~~The flag availableFlagIvpMvN is set equal to 0.~~
3. For each X from 0 to 1, the following applies:

…

* + - * ~~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 = MvRefinedDisp[ xN ][ yN ] (‑240)~~

~~refViewIdxN = RefViewIdx[ xN ][ yN ] (‑241)~~

~~availableFlagIvpMvN = 1 (‑242)~~

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

* + ~~When availableDV is equal to 0 and availableFlagIvpMvN is equal to 1, the following applies:~~
    - 1. ~~mvDisp = ivpMvDispN (‑243)~~
      2. ~~refViewIdx = refViewIdxN (‑244)~~
      3. ~~availableDV = 1 (‑245)~~

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

mvDisp = MvRefinedDisp [ xA1 ][ yA1 ]

refViewIdx = refViewIdxA1

availableDV = 1

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

mvDisp = MvRefinedDisp [ xB1 ][ yB1 ]

refViewIdx = refViewIdxB1

availableDV = 1

When availableDV is equal to 0, refViewIdx is set equal to 0, and mvDisp is set equal to ( 0, 0 ). The variable mvRefinedDisp is set equal to mvDisp.

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