The added part is highlighted in yellow

* + - * 1. Derivation process for a temporal inter-view motion vector candidate

This process is not invoked when iv\_mv\_pred\_flag[ nuh\_layer\_id ] is equal to 0.

Inputs to this process are:

* a luma location ( xPb, yPb ) of the top-left luma sample of the current prediction unit relative to the top-left luma sample of the current picture,
* variables nPbW and nPbH specifying the width and the height, respectively, of the current prediction unit,
* a prediction list indication X,
* a reference view index refViewIdx.
* a disparity vector mvDisp,

Outputs of this process are:

* a flag availableFlagLXInterView specifying whether the temporal inter-view motion vector candidate is available,
* a temporal inter-view motion vector candidate mvLXInterView,
* a reference index refIdxLX specifying a reference picture in the reference picture list RefPicListLX,

The flag availableFlagLXInterView is set equal to 0, the variable refIdxLX is set equal to –1, and both components of mvLXInterView are set equal to 0.

When the refViewIdx is equal to -1, the whole decoding process specified in this subclause terminates.

When X is equal to 1 and the current slice is not a B slice the whole decoding process specified in this subclause terminates.

The reference layer luma location ( xRef, yRef ) is derived by

* 1. xRefFull = xPb + ( nPbW >> 1 ) + ( ( mvDisp[ 0 ] + 2 ) >> 2 ) (‑122)
  2. yRefFull = yPb + ( nPbH >> 1 ) + ( ( mvDisp[ 1 ] + 2 ) >> 2 ) (‑123)
  3. xRef = Clip3( 0, PicWidthInSamplesL – 1, ( xRefFull >> 3 ) << 3 ) (‑124)
  4. yRef = Clip3( 0, PicHeightInSamplesL – 1, ( yRefFull >> 3 ) << 3 ) (‑125)

The variable ivRefPic is set equal to the picture with ViewIdx equal to refViewIdx in the current access unit.

The variable ivRefPb specifies the luma prediction block covering the location given by ( xRef, yRef ) inside the inter-view reference picture specified by ivRefPic.

The luma location ( xIvRefPb, yIvRefPb ) is set equal to the top-left sample of the inter-view reference luma prediction block specified by ivRefPb relative to the top-left luma sample of the inter-view reference picture specified by ivRefPic.

When ivRefPb is not coded in an intra prediction mode, the following applies, for Y in the range of X to (1 – X), inclusive:

* The variables refPicListLYIvRef, predFlagLYIvRef[ x ][ y ], mvLYIvRef[ x ][ y ], and refIdxLYIvRef[ x ][ y ] are set equal to the corresponding variables of the inter-view reference picture specified by ivRefPic, RefPicListLY,, PredFlagLY[ x ][ y ], MvLY[ x ][ y ], and RefIdxLY[ x ][ y ], respectively.
* When predFlagLYIvRef[ xIvRefPb ][ yIvRefPb ] is equal to 1, the following applies for each i from 0 to num\_ref\_idx\_lX\_active\_minus1, inclusive:
  + When PicOrderCnt( refPicListLYIvRef[ refIdxLYIvRef[ xIvRefPb ][ yIvRefPb ] ]) is equal to PicOrderCnt( RefPicListLX[ i ] ) and availableFlagLXInterView is equal to 0, the following applies.
    - 1. availableFlagLXInterView = 1 (‑126)
      2. mvLXInterView = mvLYIvRef[ xIvRefPb ][ yIvRefPb ] (‑127)
      3. refIdxLX = i (‑128)

1. * + - 1. Derivation process for a view synthesis prediction merge candidate

Inputs to this process are:

* a luma location ( xCb, yCb ) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

Outputs of this process are

* the availability flag availableFlagVSP whether the VSP merge candidate is available,
* the reference indices refIdxL0VSP and refIdxL1VSP ,
* the prediction list utilization flags predFlagL0VSP and predFlagL1VSP,
* the motion vectors mvL0VSP and mvL1VSP.

1. The variable availableFlagVSP is set equal to 1, the variables predFlagL0VSP and predFlagL1VSP are set equal to 0, the variables refIdxL0VSP and refIdxL1VSP are set equal to −1 and the variable refViewAvailableFlag is set equal to 0.
2. When RefViewIdx[ xCb ][ yCb ] is equal to -1, the variable availableFlagVSP is set equal to 0 and the whole decoding process specified in this subclause terminates.

* For X in the range of 0 to 1, inclusive, the following applies:
  + For i in the range of 0 to NumRefPicsLX – 1, inclusive, the following applies:
    - When refViewAvailableFlag is equal to 0 and ViewIdx( RefPicListX[ i ] ) is equal to RefViewIdx[ xCb ][ yCb ], the following applies:
      * 1. refViewAvailableFlag = 1 (‑133)
        2. predFlagLXVSP = 1 (‑134)
        3. mvLXVSP = MvDisp[ xCb ][ yCb ] (‑135)
        4. refIdxLXVSP = i (‑136)
        5. Y = 1 – X (‑137)

When the current slice is a B slice and refViewAvailableFlag is equal to 1, refViewAvailableFlag is set equal to 0 and the following applies:

* + For i in the range of 0 to NumRefPicsLY – 1, inclusive, the following applies.
    - When refViewAvailableFlag is equal to 0 and ViewIdx( RefPicListY[ i ] ) is not equal to RefViewIdx[ xCb ][ yCb ] and ViewIdx( RefPicListY[ i ] ) is not equal to ViewIdx, the following applies:
      * The variables refViewAvailableFlag, predFlagLYVSP, mvLYVSP, and refIdxLYVSP are derived as specified in the following:
        1. refViewAvailableFlag = 1 (‑138)
        2. predFlagLYVSP = 1 (‑139)
        3. mvLYVSP = MvDisp[ xCb ][ yCb ] (‑140)
        4. refIdxLYVSP = i (‑141)
      * When iv\_mv\_scaling\_flag is equal to 1, mvLYVSP is modified as specified in the following:
        1. td = Clip3( −128, 127, ViewId – view\_id\_val[ RefViewIdx[ xCb ][ yCb ] ) ] (‑142)
        2. tb = Clip3( −128, 127, ViewId – ViewId( RefPicListY[ i ] ) ) (‑143)
        3. tx = ( 16384 + ( Abs( td ) >> 1 ) ) / td (‑144)
        4. distScaleFactor = Clip3( −4096, 4095, ( tb \* tx + 32 ) >> 6 ) (‑145)

mvLYVSP[ 0 ] = Clip3( −32768, 32767, Sign2( distScaleFactor \* mvLYVSP[ 0 ] )   
 \* ( (Abs( distScaleFactor \* mvLYVSP[ 0 ] ) + 127 ) >> 8 ) ) (‑146)

* + - * 1. mvLYVSP[ 1 ] = Clip3( −32768, 32767, Sign2( distScaleFactor \* mvLYVSP[ 1 ] )   
            \* ( (Abs( distScaleFactor \* mvLYVSP[ 1 ] ) + 127 ) >> 8 ) ) (‑147)