The modifications are highlighted in Green and ~~red strikethrough~~.

**H8.5.3.2.11 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 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

xRefFull = xPb + ( nPbW >> 1 ) + ( ( mvDisp[ 0 ] + 2 ) >> 2 ) (H‑122)

yRefFull = yPb + ( nPbH >> 1 ) + ( ( mvDisp[ 1 ] + 2 ) >> 2 ) (H‑123)

xRef = Clip3( 0, PicWidthInSamplesL – 1, ( xRefFull >> 2 ~~3~~ ) << 2 ~~3~~ ) (H‑124)

yRef = Clip3( 0, PicHeightInSamplesL – 1, ( yRefFull >>2 ~~3~~ ) << 2 ~~3~~ ) (H‑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.

availableFlagLXInterView = 1 (H‑126)

mvLXInterView = mvLYIvRef[ xIvRefPb ][ yIvRefPb ] (H‑127)

refIdxLX = i (H‑128)

H.8.5.2.14 Derivation process for the texture merging candidate

This process is not invoked when mpi\_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,

Outputs of this process are:

* a flag availableFlagT specifying whether the texture merging candidate is available,
* the prediction utilization flags predFlagL0T and predFlagL1T,
* the reference indices refIdxL0T and refIdxL1T (when availableFlagT is equal to 1),
* the motion vectors mvL0T and mvL1T (when availableFlagT is equal to 1).

The variable availableFlagT is set equal to 0. The variables predFlagL0T and predFlagL1T are set equal to 0. The variables refIdxL0T and refIdxL1T are set equal to −1. Both components of the motion vectors mvL0T and mvL1T are set equal to 0.

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

* 1. xRefFull = xPb + ( ( nPbW – 1 ) >> 1 ) (H‑148)
  2. yRefFull = yPb + ( ( nPbH – 1 ) >> 1 ) (H‑149)
  3. xRef = Clip3( 0, PicWidthInSamplesL – 1, ( xRefFull >> 2 ~~3~~ ) << ~~3~~2 ) (H‑150)
  4. yRef = Clip3( 0, PicHeightInSamplesL – 1,( yRefFull >> 2 ~~3~~ ) << ~~3~~2 ) (H‑151)
  5. [ Ed. (GT): Is clipping necessary? ]

Let textPic be the picture with PicOrderCntVal and ViewIdx equal to PicOrderCnt and ViewIdx of the current picture and DepthFlag being equal to 0 and let textPU be the PU at covering the position ( xRef, yRef ) in textPic.

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

* 1. The variable textPredFlagLX is set equal to PredFlagLX of textPU. The variable textRefIdxLX is set equal to RefIdxLX of textPU. The variable textMvLX is set equal to the MvLX of textPU. The variable availableFlag is set equal to 0.
  2. When X is equal to 0 or the current slice is a B slice, for i in the range of 0 to NumRefPicsLX − 1, inclusive, the following applies:
     + When all of the following conditions are true, availableFlag is set equal to 1,
       - textPredFlagLX[ xRef ][ yRef ] is equal to 1
       - PicOrderCnt( RefPicListX[ i ] ) is equal to PicOrderCnt( textPic )
       - ViewIdx( RefPicListX[ i ] ) is equal to ViewIdx( textPic )
     + When predFlagLXT is equal to 0 and availableFlag is equal to 1, the following applies:
       - 1. mvLXT[ 0 ] = ( textMvLX[ xRef ][ yRef ][ 0 ] + 2 ) >> 2 (H‑152)
         2. mvLXT[ 1 ] = ( textMvLX[ xRef ][ yRef ][ 1 ] + 2 ) >> 2 (H‑153)
         3. refIdxLX = i (H‑154)
         4. predFlagLXT = 1 (H‑155)
         5. availableFlagT = 1 (H‑156)