All the changes are highlighted in green

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

This process is only invoked when MergeFlag[ xPb ][ yPb ] is equal to 1, where ( xPb, yPb ) specify the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture.

……

The motion vectors mvL0 and mvL1, the reference indices refIdxL0 and refIdxL1, and the prediction utilization flags predFlagL0 and predFlagL1 are derived by the following ordered steps:

* 1. ……
  2. ……
  3. ……
  4. Depending on mpi\_flag[ nuh\_layer\_id ], the following applies:
     + If mpi\_flag[ nuh\_layer\_id ] is equal to 0, the variables availableFlagT and availableFlagD are set equal to 0.
     + Otherwise (mpi\_flag[ nuh\_layer\_id ] is equal to 1), the following applies:
       - Depending on PartMode, the following applies:
         * If PartMode is equal to PART\_2Nx2N, the derivation process for inter layer predicted sub prediction block motion vector candidates as specified in subclause  is invoked with the luma location ( xPb, yPb ), the variables nPbW and nPbH, the variable refViewIdx being equal to −1, and the variable mvDisp being equal to ( 0, 0 ) as inputs, and the outputs are the prediction utilization flag predFlagLXT, the motion vector mvLXT and the reference indices refIdxLXT (with X being 0 or 1, respectively).
         * Otherwise (PartMode is not equal to PART\_2Nx2N), the derivation process for a texture merging candidate as specified in subclause I.8.5.3.2.14 is invoked with luma location ( xPb, yPb ), the variables nPbW and nPbH, and the variable mvAccFlag being equal to 0 as inputs, and the outputs are the flag predFlagLXT, the motion vector mvLXT and the reference indices refIdxLXT (with X being 0 or 1, respectively).
       - The flag availableFlagT is set equal to ( predFlagL0T | | predFlagL1T ).