I.8.5.3.2.8 Derivation process for collocated motion vectors

…

The variable currPic specifies the current picture.

If DepthFlag is equal to 1, the following applies sequentially,

1. The variable colPicT is set equal to the picture with PicOrderCntVal and ViewIdx equal to PicOrderCntVal and ViewIdx of colPic, and DepthFlag being equal to 0.
2. The variable colPbT is set to be the prediction block covering the position ( xColPb, yColPb ) in colPicT.
3. Set colPic equal to colPicT. Set colPb equal to colPbT.

…

tb = Clip3( −128, 127, currDiff ) (‑133)

If DepthFlag is equal to 1, mvLXCol is modified as,

mvLXCol[0]= mvLXCol[0]>>2

mvLXCol[1]= mvLXCol[1]>>2

…

I.8.5.3.2.11 Derivation process for a temporal inter-view motion vector candidate

…

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

xRefFull = xPb + ( nPbW >> 1 ) + ( ( mvDisp[ 0 ] + 2 ) >> 2 ) (‑143)

yRefFull = yPb + ( nPbH >> 1 ) + ( ( mvDisp[ 1 ] + 2 ) >> 2 ) (‑144)

xRef = Clip3( 0, PicWidthInSamplesL − 1, ( xRefFull >> 3 ) << 3 ) (‑145)

yRef = Clip3( 0, PicHeightInSamplesL − 1, ( yRefFull >> 3 ) << 3 ) (‑146)

If DepthFlag is equal to 1,

The variable ivRefPic is set equal to the picture with PicOrderCntVal and ViewIdx equal to PicOrderCntVal and refViewIdx, and DepthFlag being equal to 0.

Otherwise,

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

…

refIdxLX = i (‑149)

…

If DepthFlag is equal to 1, mvLXInterView where X is equal to 0 or 1 is modified as,

mvLXInterView [0]= mvLXInterView [0]>>2

mvLXInterView [1]= mvLXInterView [1]>>2