|  |  |
| --- | --- |
| pps\_dlt\_parameters( ) { | Descriptor |
| if(DepthFlag){ |  |
| **dlt\_present\_flag** | u(1) |
| if( dlt\_present\_flag ) { |  |
| **pps\_depth\_layers\_minus1** | u(6) |
| **pps\_bit\_depth\_for\_depth\_views\_minus8** | u(4) |
| for( i=0; i <= pps\_depth\_layers\_minus1; i++ ) { |  |
| **dlt\_flag**[ i ] | u(1) |
| if( dlt\_flag[ i ] ) { |  |
| if( i != 0 && dlt\_flag[ i ] ) |  |
| **inter\_view\_dlt\_pred\_enable\_flag**[ i ] | u(1) |
| if( !inter\_view\_dlt\_pred\_enable\_flag[ i ] ) |  |
| **dlt\_bit\_map\_rep\_flag**[ i ] | u(1) |
| if( dlt\_bit\_map\_rep\_flag[ i ] ) |  |
| for( j = 0; j <= depthMaxValue; j++ ) |  |
| **dlt\_bit\_map\_flag**[ i ][ j ] | u(1) |
| else |  |
| entry\_table( i ) |  |
| } |  |
| } |  |
| } |  |
| } |  |
| } |  |

* + - * 1. Picture parameter set depth look up table syntax
        2. Picture parameter set depth look up table semantics

…

**pps\_bit\_depth\_for\_depth\_views\_minus8** plus 8 specifies the bit depth of the samples of the depth layer.

The variable depthMaxValue is set equal to ( 1  <<  (pps\_bit\_depth\_for\_depth\_views\_minus8 + 8) ) − 1.

pps\_bit\_depth\_for\_depth\_views\_minus8 shall be equal to bit\_depth\_luma\_minus8.