Changes are tracked as follows.

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

…

6. The merging candidate list, extMergeCandList, is constructed as follows:

removalA1 = 0  
 removalB1 = 0  
 i = 0  
 if( availableFlagT )  
 extMergeCandList[ i++ ] = T  
 if( availableFlagD )  
 extMergeCandList[ i++ ] = D  
 if( availableFlagIvMC && ( !availableFlagT  | |  differentMotion( T, IvMC ) ) )  
 extMergeCandList[ i++ ] = IvMC  
 N = DepthFlag ? T : IvMC  
 if( availableFlagA1 && ( !availableFlagN  | |  differentMotion( N, A1 ) ) )  
 extMergeCandList[ i++ ] = A1 else  
 removalA1 = 1if( availableFlagB1 && ( !availableFlagN  | |  differentMotion( N, B1 ) ) )  
 extMergeCandList[ i++ ] = B1 else  
 removalB1 = 1 if( availableFlagB0 )  
 extMergeCandList[ i++ ] = B0 (I‑103) if( availableFlagIvDC && ( removalA1  | |  differentMotion( A1, IvDC ) ) &&   
 ( removalB1  | |  differentMotion( B1, IvDC ) ) && ( i < ( 5 + NumExtraMergeCand ) ) )  
 extMergeCandList[ i++ ] = IvDC  
 if( availableFlagVSP && !ic\_flag && iv\_res\_pred\_weight\_idx = = 0 &&   
 i < ( 5 + NumExtraMergeCand ) )  
 extMergeCandList[ i++ ] = VSP  
 if( availableFlagA0 && i < ( 5 + NumExtraMergeCand ) )  
 extMergeCandList[ i++ ] = A0 if( availableFlagB2 && i < ( 5 + NumExtraMergeCand ) )  
 extMergeCandList[ i++ ] = B2 if( availableFlagIvMCShift && i < ( 5 + NumExtraMergeCand ) &&  
 ( !availableFlagIvMC  | |  differentMotion( IvMC, IvMCShift ) ) )  
 extMergeCandList[ i++ ] = IvMCShift

…