#### Sample adaptive offset unit VLC syntax

|  |  |
| --- | --- |
| sao\_unit\_vlc( rx, ry, cIdx ) { | Descriptor |
| if( !sao\_repeat\_row\_flag[ cIdx ] ) { |  |
| if( rx = = 0 | | saoRun[ cIdx ][ rx ][ ry ] < 0 ){ |  |
| if( ry = = 0 ) { |  |
| **sao\_run\_diff** | u(v) |
| saoRun[ cIdx ][ rx ][ ry ] = sao\_run\_diff |  |
| } else { |  |
| **sao\_run\_diff** | se(v) |
| saoRun[ cIdx ][ rx ][ ry ] = sao\_run\_diff+ saoRun[ cIdx ][ rx ][ ry − 1 ] |  |
| } |  |
|  |  |
|  |  |
| if( ry > 0 ) |  |
| **sao\_merge\_up\_flag** | u(1) |
| if( !sao\_merge\_up\_flag ) |  |
| sao\_offset\_vlc( rx, ry, cIdx) |  |
| } |  |
| saoRun[ cIdx ][ rx + 1 ][ ry ] = saoRun[ cIdx ][ rx ][ ry ] − 1 |  |
| } else |  |
| saoRun[ cIdx ][ rx ][ ry ] = saoRun[ cIdx ][ rx ][ ry − 1 ] |  |
| } |  |