### Scaling process for transform coefficients

…

The quantization parameter qP is derived as follows:

* If cIdx is equal to 0, the following applies:

qP = Qp′Y (1129)

actQpOffset = -5

* Otherwise, if TuCResMode[ xTbY ][ yTbY ] is equal to 2, the following applies:

qP = Qp′CbCr (1130)

actQpOffset = -5

* Otherwise, if cIdx is equal to 1, the following applies:

qP = Qp′Cb  (1131)

actQpOffset = -5

* Otherwise (cIdx is equal to 2), the following applies:

qP = Qp′Cr (1132)

actQpOffset = -3

The quantization parameter qP is modified and the variables rectNonTsFlag and bdShift are derived as follows:

* If transform\_skip\_flag[ xTbY ][ yTbY ][ cIdx ] is equal to 0, the following applies:

qP = qP + ( cu\_act\_enabled\_flag[ xTbY ][ yTbY ] ? ~~5~~ actQpOffset: 0 ) (1133)

rectNonTsFlag = ( ( ( Log2( nTbW ) + Log2( nTbH ) ) & 1 )  = =  1 )  ?  1 : 0 (1134)

bdShift = BitDepth + rectNonTsFlag + (1135)  
 ( ( Log2( nTbW ) + Log2( nTbH ) ) / 2 ) − 5 + pic\_dep\_quant\_enabled\_flag

* Otherwise (transform\_skip\_flag[ xTbY ][ yTbY ][ cIdx ] is equal to 1), the following applies:

qP = Max( QpPrimeTsMin, qP ) + ( cu\_act\_enabled\_flag[ xTbY ][ yTbY ]  ?  ~~5~~ actQpOffset :  0 ) (1136)

rectNonTsFlag = 0 (1137)

bdShift = 10 (1138)