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8 Feb 2016 It will be released as a stand alone game, so this means that it will be released as a 1.2.2 update if the source code is updated. 8 Feb 2016 It will be released as a stand alone game, so this means that it will be released as a 1.2.2 update if the source code is updated. In recent years, multimedia has become more and more important, and there are growing demands for transmission of not only audio but also large amounts of video and data. Accordingly, much research and development efforts have been devoted to high-efficiency video compression techniques. Among others, the H.264/AVC (MPEG-4 AVC) standard (see Non-Patent Document 1) which is currently under standardization in the ITU-T SG16 is known as a highly efficient video compression standard. In the video compression technique standardized by the H.264/AVC standard, for example, the number of values of motion vector (MV) to be calculated is enormous (for example, 32×32) as compared to the conventional motion vector (MV) calculation method. When motion compensation is performed with a motion vector set to a value (hereinafter referred to as a “low-prediction motion vector”) with small prediction accuracy and a motion vector set to a value (hereinafter referred to as a “high-prediction motion vector”) with high prediction accuracy, the number of values of the motion vector (MV) to be calculated is reduced. As an example of using the low-prediction motion vector and the high-prediction motion vector in the above manner, Patent Document 1 discloses a technique of performing the motion compensation by switching the motion vector prediction value between the low-prediction motion vector and the high-prediction motion vector. The technique of Patent Document 1 will be described with reference to FIGS. 19 to 21. FIG. 19 is a diagram for describing a general structure of an encoding apparatus 10 according to the prior art. FIG. 20 is a diagram for describing a technique of the prior art. FIG. 21 is a diagram for describing a general structure of a decoding apparatus 20 according to the prior art. The encoding apparatus 10 includes: a coding unit 11 for performing encoding on a digital video signal inputted thereto; a motion vector (MV) setting unit 12 for setting low-prediction motion vector information and high-prediction motion vector information to 2d92ce491b