

## CLAIMS

What is claimed is:

1. A method of video processing, comprising:  
determining, for a conversion between a block of a chroma component of a video and a bitstream representation of the video, whether or how to apply a filtering process to an edge of the block based on a first quantization information for a first video region comprising samples on one side of the edge and/or a second quantization information for a second video region comprising samples on the other side of the edge according to a rule, wherein the rule is based on a coding mode applicable to the block for coding the samples on the one side or the samples on the other side of the edge, and wherein the rule specifies that multiple QP offsets at different video unit levels are used to determine the first quantization information or the second quantization information; and  
performing the conversion based on the determining.
2. The method of claim 1, wherein the different video unit levels comprise at least a picture level, a slice level, a tile level, a brick level, or a subpicture level.
3. The method of claim 1 or 2, wherein the multiple QP offsets comprises offsets for a Cb component of the video.
4. The method of claim 1 or 2, wherein the multiple QP offsets comprises offsets for a Cr component of the video.
5. The method of any of claims 1 to 4, wherein the rule specifies that selection of the multiple QP offsets is based on the coding mode.
6. The method of claim 5, wherein the coding mode comprises a joint coding of chroma residuals (JCCR) coding mode.

7. The method of claim 6, wherein, in case the block is coded in the JCCR coding mode, the multiple QP offsets comprise at least a picture level QP offset or a slice level QP offset.
8. The method of claim 6, wherein the multiple QP offsets that are used to determine threshold values  $\beta$  and  $t_C$  for the filtering process include a QP offset value for the JCCR coding mode in case at least one of the first video region or the second video region is coded using the JCCR coding mode.
9. The method of any of claims 1 to 8, wherein information of a corresponding block of a luma component is used to determine the first quantization information for the first video region or the second quantization information for the second video region.
10. The method of claim 9, wherein, for filtering a current chroma sample in the block of the chroma component, information of a luma coding unit that covers a luma sample corresponding to the current chroma sample is used to determine the first quantization information for the first video region or the second quantization information for the second video region.
11. The method of any of claims 1 to 10, wherein whether or how to apply the filtering process is based on a scaling process applicable to the block.
12. The method of claim 11, wherein the first quantization information for the first video region or the second quantization information for the second video region used to determine threshold values  $\beta$  and  $t_C$  is based on quantization information used in the scaling process.
13. The method of claim 11 or 12, wherein one or more coding unit level QP offsets are used to determine the quantization information used in the scaling process.
14. The method of any of claims 1 to 13, wherein applicability of the method is based on whether the block is on the one side of the edge or the other side of the edge.

15. The method of claim 14, wherein whether information of the corresponding block of the luma component is used for the filtering process is based on a position of the block.
16. The method of claim 15, wherein, in case the block is on the other side of the edge, the information of the corresponding block of the luma component is used for the filtering process.
17. The method of claim 15, wherein, in case the block is on the one side of the edge, the information of the corresponding block of the luma component is used for the filtering process.
18. The method of any of claims 1 to 17, wherein the conversion includes encoding the video into the bitstream representation.
19. The method of any of claims 1 to 17, the conversion includes decoding the bitstream representation into the video.
20. A video processing apparatus comprising a processor configured to implement a method recited in any of claims 1 to 19.
21. A computer-readable medium having code stored thereon, the code, upon execution by a processor, causing the processor to implement a method recited in any of claims 1 to 19.
22. A computer-readable medium that stores a bitstream representation generated according to any of claims to 1 to 19.