

```
int->int filter AssignPictureType(  
    int width,  
    int height,  
    int numpictures) {
```

```
    int frameno;  
    init {  
        frameno = 0;  
    }
```

```
    work pop (width*height*3)  
    push 2 {
```

int frameno = iter();

```
        ...  
  
        int framecount = frameno % 12;  
        if (framecount == 0) {  
            ...  
        } else if (framecount == 3  
            || framecount == 6  
            || framecount == 9) {  
            ...  
        } else {  
            ...  
        }  
  
        ...  
  
        frameno++;
```

```
    }  
}
```