

```
/* tMrubyVM.c */

if ( VM == 1 ) {
    cEventflag_set( 0x01 )
    cEventflag_wait( 0x0f, AND )
}
else if ( VM == 2 ){
    cEventflag_set( 0x02 )
    cEventflag_wait( 0x0f, AND )
}
else if ( VM == 3 ){
    cEventflag_set( 0x04 )
    cEventflag_wait( 0x0f, AND )
}
else if ( VM == 4 ){
    cEventflag_set( 0x08 )
    cEventflag_wait( 0x0f, AND )
}
```



```
/* tEV3Sample.cdl */

const FLGPTN waitPattern = 0x0f

cell tMrubyVM VM1{
    (attr)setPattern = 0x01
}
cell tMrubyVM VM2{
    (attr)setPattern = 0x02
}
cell tMrubyVM VM3{
    (attr)setPattern = 0x04
}
cell tMrubyVM VM4{
    (attr)setPattern = 0x08
}

/* tMrubyVM.c */

cEventflag_set( ATTR_setPattern )
cEventflag_wait( waitPattern, AND )
```