```
/* RiteVM 2.c */
if (/* RiteVM 3.c */
   if ( /* RiteVM 4.c */
      if (VM == 1)
          cEventflag_set( 0x01 );
els };
          cEventflag_wait( 0x0f, AND );
  els();
      else if (VM == 2){
          cEventflag_set( 0x02 );
   };
          cEventflag_wait( 0x0f, AND );
   els();
      else if (VM == 3){
          cEventflag_set( 0x04 );
   };
          cEventflag_wait( 0x0f, AND );
      };
      else if (VM == 4){
          cEventflag_set( 0x08 );
          cEventflag_wait( 0x0f, AND );
      };
```

```
/* RiteVM_2.cdl */
ce /* RiteVM_3.cdl */
}; ce /* RiteVM_4.cdl */
cel }; cell tMrubyVM VM1{
}; cel };
}; cell tMrubyVM VM2{
cel };
}; cell tMrubyVM VM3{
};
cell tMrubyVM VM3{
};
cell tMrubyVM VM4{
};
```

/* RiteVM_2.cdl */

```
cor /* RiteVM_3.cdl */
cel coi /* Rite_4.cdl */
   celconst FLGPTN waitPattern = 0x0f;
      cell tMrubyVM VM1{
cel|};
          (attr)setPattern = 0x01;
   cel| };
};
      cell tMrubyVM VM2{
          (attr)setPattern = 0x02;
   cel|};
      cell tMrubyVM VM3{
   };
          (attr)setPattern = 0x04;
       cell tMrubyVM VM4{
          (attr)setPattern = 0x08;
      };
```

```
/* RiteVM.c */
cEventflag_set( ATTR_setPattern );
cEventflag_wait( waitPattern, AND );
```