

```

/* tRiteVM_2.c */
if /* tRiteVM_3.c */
{
    if /* tRiteVM_4.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 );
        }
    }
}

```

```

/* tRiteVM_2.cdl */
cell /* tRiteVM_3.cdl */
{
    cell /* tRiteVM_4.cdl */
    {
        cell tRiteVM VM1{
        };
        cell tRiteVM VM2{
        };
        cell tRiteVM VM3{
        };
        cell tRiteVM VM4{
        };
    }
}

```



```

/* tRiteVM_2.cdl */
const /* tRiteVM_3.cdl */
cell const /* tRiteVM_4.cdl */
{
    const FLGPTN waitPattern = 0x0f;
    cell tRiteVM VM1{
        (attr)setPattern = 0x01;
    };
    cell tRiteVM VM2{
        (attr)setPattern = 0x02;
    };
    cell tRiteVM VM3{
        (attr)setPattern = 0x04;
    };
    cell RiteVM VM4{
        (attr)setPattern = 0x08;
    };
}

```

```

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

```