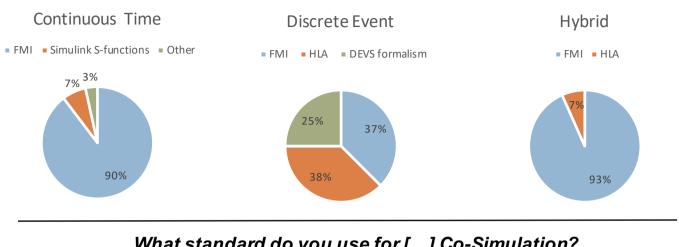
In your opinion, is there a widely accepted standard for [...] Co-Simulation?



What standard do you use for [...] Co-Simulation?

