

## Execution order

Process messages until  $\text{messageTimeStam}p > \text{currentSimulationTime} + \text{simulationStepSize}$

Rabbitmq  
server



message x:  
 $\{ "time" = WCTx, "a" = 5 \}$

Override current state  
with new values

EDB FMU State:  
 $\{ "a" = a\_initial, "b" = b\_initial \}$

EDB FMU State:  
 $\{ "a" = 5, "b" = b\_initial \}$

Rabbitmq  
server



message y:  
 $\{ "time" = WCTy > WCTx, "b" = 10 \}$

Override current state  
with new values

EDB FMU State:  
 $\{ "a" = 5, "b" = 10 \}$

Rabbitmq  
server



message z:  
 $\{ "time" = WCTz > WCTy, "a" = 7 \}$

Override current state  
with new values

EDB FMU State:  
 $\{ "a" = 7, "b" = 10 \}$