

Execution order

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

Rabbitmq
server



message:
 $\{ \text{"time"} = \text{WCTx},$
 $\text{"a"} = 5,$
 $\text{"b"} = 10 \}$

Override current state
with new values

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

Rabbitmq
server



message:
 $\{ \text{"time"} = \text{WCTy} > \text{WCTx},$
 $\text{"a"} = 7 \}$

Override current state
with new values

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