At the end of 2024, we evaluated feedback from users who develop industrial instrumentation. There was not much but it was useful. It can be summarised as follows:

- the instrument interface is in WinForm, WPF, etc. and it would be useful to render the instrument in "Forms" that are part of the target application. Render possibly schematic models but better a simplified model of the actual instrument being developed.

- a networked variant that allows, especially in the proof of concept phase, interactive communication between developers and the component supplier

- combine simulation functions with CAD or graphical editor. This makes it possible to design a very simplified version of the planned machine, develop firmware and application software on top of this model and create interactive simulations. At the same time, the simplified model can then be further processed or exported to a more complex CAD program.

- suppliers of a wider range of components require a template for interactive simulation functions as a web application. At the same time, they want to make it as easy as possible to integrate the components they manufacture in an acceptable simplification into this application. Potential customers can implement their machine designs in this web application. The target designs would only be on the customer's computers

Associated with these requirements is the ability to obtain the source files of the engine used / paid or free / and the source files of the simulator.

So, based on this information, I opened a

https://enginesdatabase.com/?order_by=alphabetic

The addition of new game engines and the development of older ones is really pleasing.
To incorporate the above requirements we decided to work with some of these tools