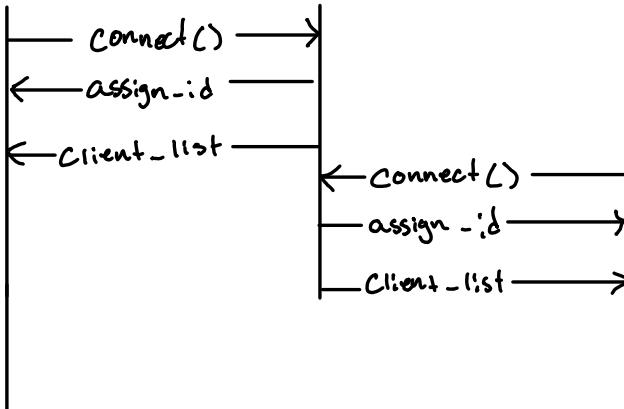


Client A              Server              Client B



(sendMessage to B)

