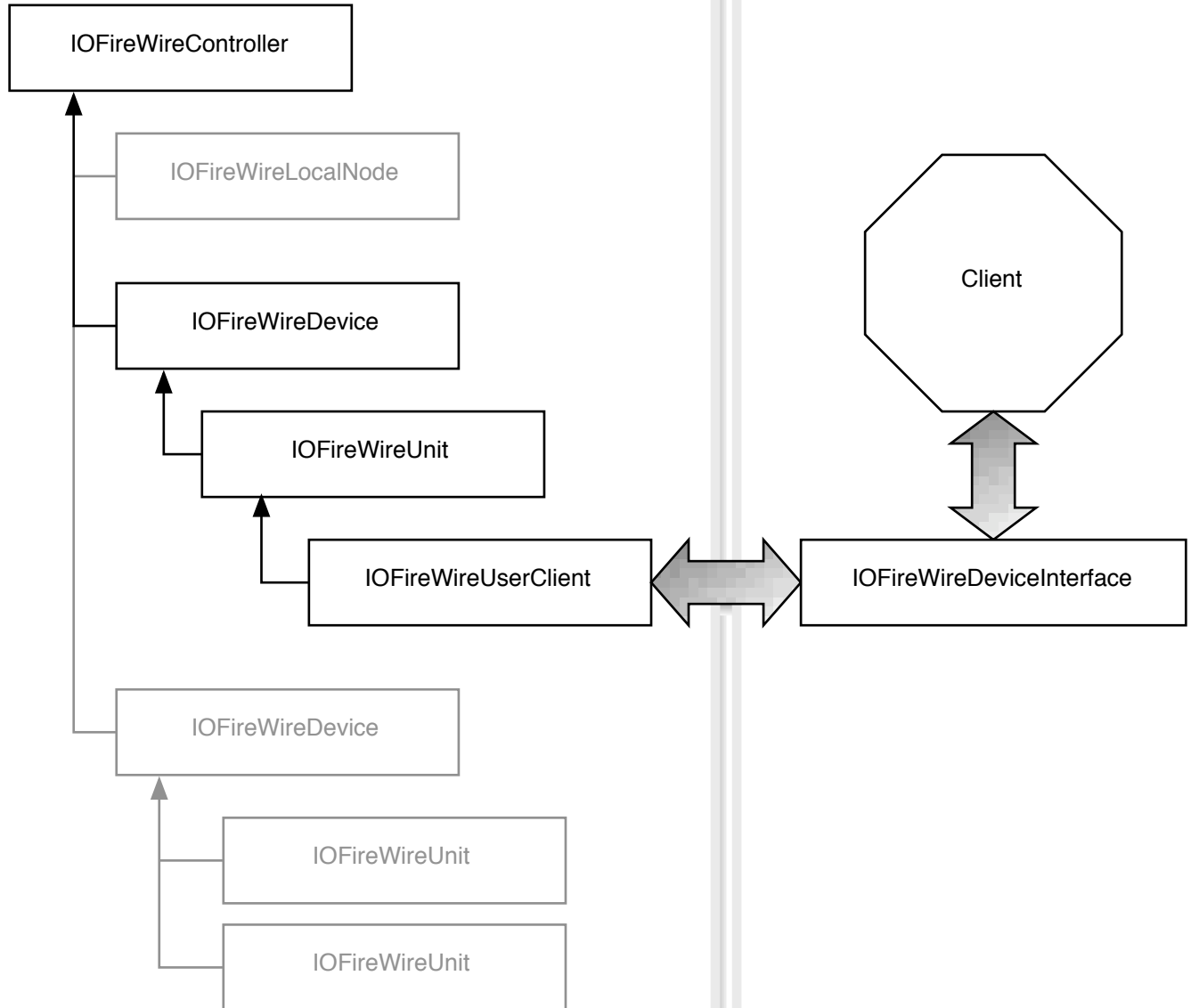**A client (application or driver plugin) using the FireWire user client.** *The thin arrows indicate provider-child relationships. The client is driving a unit inside a device on the bus. Communication passes through the IOFireWireDeviceInterface to the in-kernel IOFireWireUserClient object instance. The IOFireWireUserClient object controls the IOFireWireUnit as shown.*