

BMeat Solution for DDM-LMP

- Send data using akka-streams:
 - Serialize object to `List<byte[]>` using kryo
 - Create `Source<byte[]>` from the Iterable of `byte[]`
 - Send over `SourceRef<byte[]>` to other LMP (using Java serializer – kryo dies here)
 - At the other LMP, create `Sink<byte[]>` that creates a list of continuous `byte[]`s
 - Re-assemble byte arrays and deserialize with kryo again

