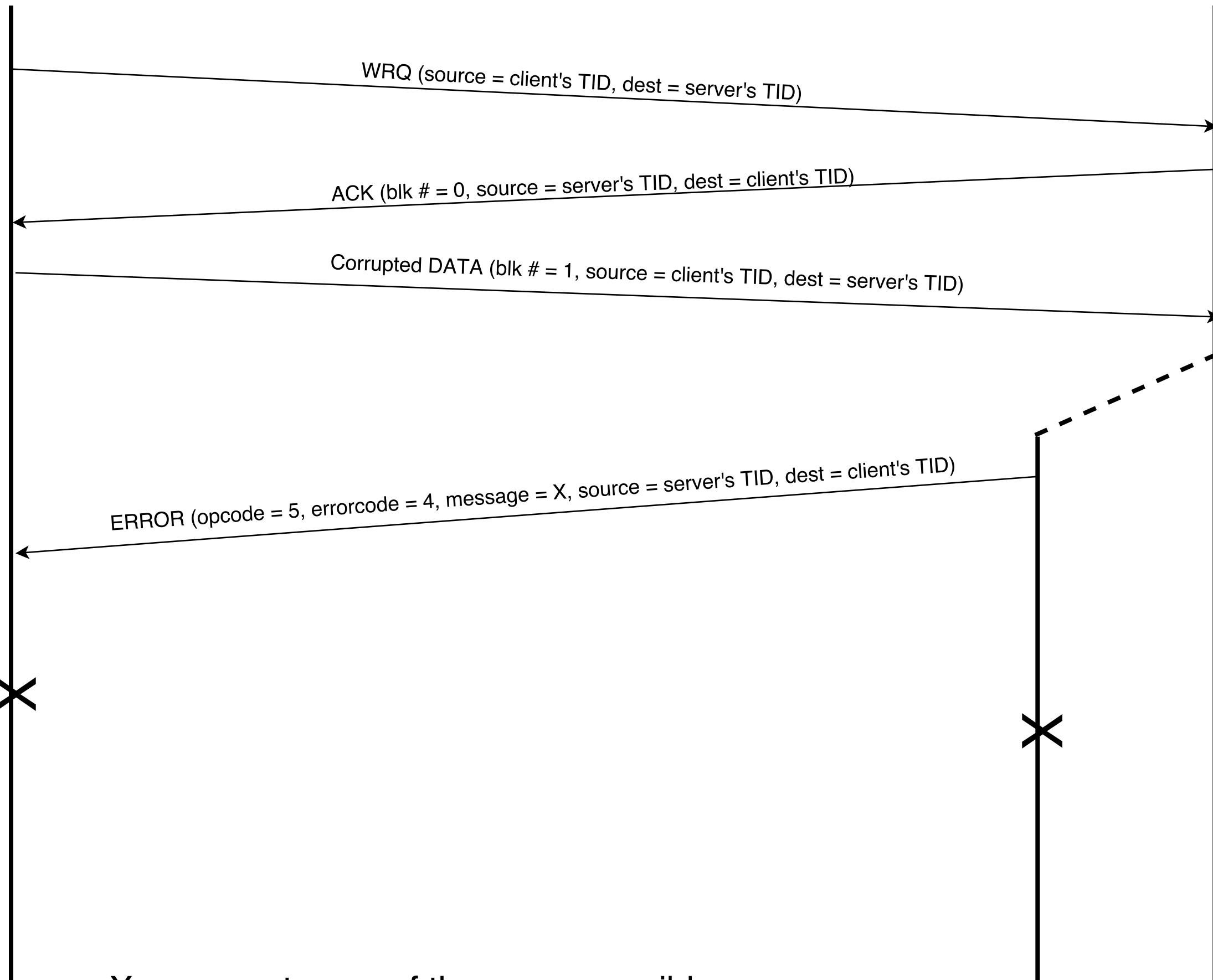# Timing diagram with generic Error 4

Client sends a write request, server responds with an ACK. Client then sends a corrupted read request.
Server responds with appropriate error message and quits.

WRQ (source = client's TID, dest = server's TID)

ACK (blk # = 0, source = server's TID, dest = client's TID)

Corrupted DATA (blk # = 1, source = client's TID, dest = server's TID)

ERROR (opcode = 5, errorcode = 4, message = X, source = server's TID, dest = client's TID)

X represents one of the many possible error messages