

Master System

Master

large message

Large Message Proxy

1. Serialize large message
2. createArrayOfByteArray()
3. Send LargeMessageInitializer
6. Send Blocks of Byte Arrays

Slave System

Slave

Large Message Proxy

4. receive LargeMessageInitializer
5. Send LargeMessageReady
7. Receive Blocks
8. If(receivedByteArray.length == createdByteArray.length)
DeserializeByteArray()
9. Send Large Message to Slave