Master System

Master

Large Message

Large Message Proxy
1. serialize large message
2. create chunks of Bytes
3. send LargeMessageInitializer

6. on received BytesMessageReady
   send BytesMessage with one chunk
   of Bytes

Slave System

Slave

Large Message Proxy

4. on received LargeMessageInitializer
        Send BytesMessageReady
7. If(receivedBytes.length
   != LargeMessage.length)
   send BytesMessageReady;
Else
   deserialize receivedBytes
   send Large Message to Slave