## CLAIMS

1. A system for providing multimedia messaging, the system comprising:

at least one processor configured to:

receive, at an intermediary location in a network, streaming multimedia data from a transmitting messaging client without an indication of an identity of a receiving messaging client;

receive, at the intermediary location, after the streaming of the multimedia data begins and before the streaming of multimedia data ends, an identification of the receiving messaging client; and

provide the multimedia data to the receiving messaging client.

2. The system of claim 1, wherein the at least one processor is configured to send the multimedia data to the receiving messaging client in response to a received request for the multimedia data.

3. The system of claim 1, wherein the at least one processor includes at least one server.

4. The system of claim 1, wherein the at least one processor is configured to send to the transmitting messaging client a token, the token identifying a predetermined storage location reserved on the intermediary location for the streaming multimedia data.

5. The system of claim 1, wherein the at least one processor includes at least one multimedia server configured to receive the streaming multimedia data from the transmitting messaging client and at least one management server configured to receive the identification of the receiving messaging client.

6. The system of claim 1, wherein the identification of the receiving messaging client is received as part of a message including an identifier associated with the streaming multimedia data.

7. The system of claim 1, wherein the identification of the receiving messaging client includes a group identifier associated with more than one receiving messaging client.

8. The system of claim 1, wherein the at least one processor is configured to send the multimedia data to the receiving messaging client from the beginning of the streaming multimedia data.

9. The system of claim 1, wherein the at least one processor is configured to provide the multimedia data to the receiving messaging client while receiving the streaming multimedia data from the transmitting messaging client.

10. A computer-implemented method for providing multimedia messaging, the method comprising:

receiving, at an intermediary location in a network, streaming multimedia data from a transmitting messaging client without an indication of an identity of a receiving messaging client;

receiving, at the intermediary location, after the streaming of the multimedia data begins and before the streaming of multimedia data ends, an identification of the receiving messaging client; and

providing the multimedia data to the receiving messaging client.

11. The computer-implemented method of claim 10, further comprising:

establishing a connection with the transmitting messaging client before receiving the streaming multimedia data; and

providing to the transmitting messaging client an identifier associated with the streaming multimedia data to be received.

12. The computer-implemented method of claim 10, wherein the identification of the receiving messaging client is received as part of a message including an identifier associated with the streaming multimedia data.

13. The computer-implemented method of claim 10, further comprising sending to the transmitting messaging client a token, the token identifying a predetermined storage location reserved on the intermediary location for the streaming multimedia data.

14. The computer-implemented method of claim 10, wherein the identification of the receiving messaging client includes a group identifier associated with more than one receiving messaging client.

15. The computer-implemented method of claim 10, wherein sending the multimedia data to the receiving messaging client includes sending the multimedia data to the receiving messaging client from the beginning of the streaming multimedia data.

16. The computer-implemented method of claim 10, wherein sending the multimedia data to the receiving messaging client comprises sending the multimedia data to the receiving messaging client while receiving the streaming multimedia data from the transmitting messaging client.

17. A non-transitory computer readable medium including instructions that, when executed by at least one processor, cause the at least one processor to perform operations comprising:

sending, from a transmitting messaging client to an intermediary location in a network, streaming multimedia data, without an indication of an identity of a receiving messaging client; and

sending, from the transmitting messaging client to the intermediary location, after the streaming of the multimedia data begins and before the streaming of multimedia data ends, an identification of the receiving messaging client.

18. The non-transitory computer readable medium of claim 17, wherein the operations further comprise:

connecting to the intermediary location before sending the streaming multimedia data; and

receiving from the intermediary location an identifier associated with the streaming multimedia data.

19. The non-transitory computer readable medium of claim 17, wherein the operations further comprise sending to the intermediary location a request for a predetermined storage location reserved on the intermediary location for the streaming multimedia data.

20. The non-transitory computer readable medium of claim 17, further comprising receiving from the intermediary location a token, the token identifying a predetermined storage location reserved on the intermediary location for the streaming multimedia data.

21. The non-transitory computer readable medium of claim 20, wherein the operations further comprise sending to the predetermined storage location the streaming multimedia data.

22. The non-transitory computer readable medium of claim 17, wherein the intermediary location includes at least one server.

## CLAIMS

1. A system for providing multimedia messaging, the system comprising:

at least one processor configured to:

receive, at an intermediary location in a network, streaming multimedia data from a transmitting messaging client without an indication of an identity of any receiving messaging client;

receive, at the intermediary location, after the streaming of the multimedia data begins and before the streaming of multimedia data ends, an identification of the receiving messaging client; and

provide the multimedia data to the receiving messaging client.

2. The system of claim 1, wherein the at least one processor is configured to send the multimedia data to the receiving messaging client in response to a received request for the multimedia data.

3. The system of claim 1, wherein the at least one processor includes at least one server.

4. The system of claim 1, wherein the at least one processor is configured to send to the transmitting messaging client a token, the token identifying a predetermined storage location reserved on the intermediary location for the streaming multimedia data before receiving the streaming multimedia data.

5. The system of claim 1, wherein the at least one processor includes at least one multimedia server configured to receive the streaming multimedia data from the transmitting messaging client and at least one management server configured to receive the identification of the receiving messaging client.

6. The system of claim 1, wherein the identification of the receiving messaging client is received as part of a message including an identifier associated with the streaming multimedia data.

7. The system of claim 1, wherein the identification of the receiving messaging client includes a group identifier associated with more than one receiving messaging client.

8. The system of claim 1, wherein the at least one processor is configured to send the multimedia data to the receiving messaging client from the beginning of the streaming multimedia data.

9. The system of claim 1, wherein the at least one processor is configured to provide the multimedia data to the receiving messaging client while receiving the streaming multimedia data from the transmitting messaging client.

10. A computer-implemented method for providing multimedia messaging, the method comprising:

receiving, at an intermediary location in a network, streaming multimedia data from a transmitting messaging client without an indication of an identity of any receiving messaging client;

receiving, at the intermediary location, after the streaming of the multimedia data begins and before the streaming of multimedia data ends, an identification of the receiving messaging client; and

providing the multimedia data to the receiving messaging client.

11. The computer-implemented method of claim 10, further comprising:

establishing a connection with the transmitting messaging client before receiving the streaming multimedia data; and

providing to the transmitting messaging client an identifier associated with the streaming multimedia data to be received.

12. The computer-implemented method of claim 10, wherein the identification of the receiving messaging client is received as part of a message including an identifier associated with the streaming multimedia data.

13. The computer-implemented method of claim 10, further comprising:

sending to the transmitting messaging client a token, the token identifying a predetermined storage location reserved on the intermediary location for the streaming multimedia data, before receiving the streaming multimedia data.

14. The computer-implemented method of claim 10, wherein the identification of the receiving messaging client includes a group identifier associated with more than one receiving messaging client.

15. The computer-implemented method of claim 10, wherein sending the multimedia data to the receiving messaging client includes sending the multimedia data to the receiving messaging client from the beginning of the streaming multimedia data.

16. The computer-implemented method of claim 10, wherein sending the multimedia data to the receiving messaging client comprises sending the multimedia data to the receiving messaging client while receiving the streaming multimedia data from the transmitting messaging client.

17. A non-transitory computer readable medium including instructions that, when executed by at least one processor, cause the at least one processor to perform operations comprising:

sending, from a transmitting messaging client to an intermediary location in a network, streaming multimedia data, without an indication of an identity of any receiving messaging client; and

sending, from the transmitting messaging client to the intermediary location, after the streaming of the multimedia data begins and before the streaming of multimedia data ends, an identification of the receiving messaging client.

18. The non-transitory computer readable medium of claim 17, wherein the operations further comprise:

connecting to the intermediary location before sending the streaming multimedia data; and

receiving from the intermediary location an identifier associated with the streaming multimedia data.

19. The non-transitory computer readable medium of claim 17, wherein the operations further comprise sending to the intermediary location a request for a predetermined storage location reserved on the intermediary location for the streaming multimedia data.

20. The non-transitory computer readable medium of claim 17, further comprising receiving from the intermediary location a token, the token identifying a predetermined storage location reserved on the intermediary location for the streaming multimedia data before sending the streaming of multimedia data to the intermediary location.

21. The non-transitory computer readable medium of claim 20, wherein the operations further comprise sending to the predetermined storage location the streaming multimedia data.

22. The non-transitory computer readable medium of claim 17, wherein the intermediary location includes at least one server.

23. A system for providing multimedia messaging, the system comprising:

at least one processor configured to:

send, from an intermediary location in a network, to a transmitting messaging client, a token, the token identifying a predetermined storage location reserved on the intermediary location for a streaming multimedia data, wherein the token is sent before receiving the streaming multimedia data;

receive, at the intermediary location in the network, from the transmitting messaging client, the token and a streaming multimedia data; and

provide the multimedia data to a receiving messaging client upon receiving the token from the receiving messaging client.

24. A computer-implemented method for providing multimedia messaging, the method comprising:

sending to a transmitting messaging client a token, the token identifying a predetermined storage location reserved at an intermediary location in a network for streaming multimedia data, wherein the token is sent before receiving the streaming multimedia data;

receiving, at the intermediary location in the network, streaming multimedia data from the transmitting messaging client; and

providing the multimedia data to a receiving messaging client upon receiving the token from the receiving messaging client.

25. A non-transitory computer readable medium including instructions that, when executed by at least one processor, cause the at least one processor to perform operations comprising:

receiving, from an intermediary location in a network, a token, the token identifying a predetermined storage location reserved on the intermediary location for streaming multimedia data;

sending, from a transmitting messaging client to the intermediary location in a network, the token and the streaming multimedia data.