CLAIMS

1. A data communications network for video communications between a plurality of computer systems configured as client computer systems, wherein at least one of the client computer systems when transmitting is a client transmitter and wherein at least one of the client computer systems when receiving or consuming is a client recipient, wherein the client transmitter is enabled to transmit or record a video message for display on the client recipient, the data communications network comprising:

a video server, wherein the client transmitter is configured to establish a connection with said video server and to transmit the video message to said video server and wherein said video server is configured to archive the video message and wherein the video server is configured to transmit the video message to the client recipient;

if the client recipient is unavailable during the beginning of the transmission of the video message and wherein the client recipient is available later during the transmission of the video message, then the client recipient is enabled to display the video message from the beginning of the video message while the transmission of the video message is ongoing.

2. The data communications network of claim 1, wherein the client computer systems are configured to alternate between being a client transmitter and a client receiver and to alternately transmit and receive video content

3. The data communications network of claim 1, further comprising:

a management server adapted to receive a first character string from the client transmitter and in response transmit to the client recipient a second character string including a reference to the client transmitter; and

in response to receiving the second character string, the client recipient is configured to transmit a third character string to the video server, wherein said third character string references the video message and upon receipt by the video server of the third character string, said video server transmits said video message to the client recipient.

4. The management server enabled for use in the data communications network of claim 3, the management server comprising:

a management receiver module adapted to receive from the client transmitter a first character string; and

a management transmitter module adapted to transmit the second character string to the client recipient.

5. The data communications network of claim 1, wherein when a client recipient is unavailable, the client recipient is adapted to retrieve the video message from a message archive of the video server when the client recipient is later available.

6. The data communications network of claim 1, wherein at least two of the client computer systems configured as client transmitters are enabled to transmit respective video messages simultaneously to the same client recipient.

7. The client computer system configured for use in the data communications network of claim 1.

8. The client computer system of claim 7, including:

a camera adapted to record a first video message;

a transmitter module configured to:

establish the connection with the video server,

transmit said first video message to the video server;

a receiver module configured to:

receive a second video message; and

display the second video message.

9. The video server enabled for use in the data communications network of claim 1, the video server comprising:

a network adapter configured to establish the connection with the client transmitter and receive the video message;

video data storage adapted to archive the video message; wherein the network adapter is configured to transmit the video message to the client recipient .

10. A method of video communications between a plurality of client computer systems, wherein at least one of the client computer systems when transmitting is a client transmitter and wherein at least one of the client computer systems when receiving or consuming is a client recipient,

wherein the video communications are performable over a data communications network including a video server, the method comprising enabling the steps of:

establishing a connection by the client transmitter with the video server and transmitting a video message to the video server;

archiving by the video server the video message;

transmitting by the video server, the video message to the client recipient; and

wherein if the client recipient is unavailable during the beginning of the transmission of the video message and wherein the client recipient is available later during the transmission of the video message, displaying by the client recipient the video message from the beginning of the video message during said transmitting of the video message to the video server.

11. The method of claim 10, wherein the client computer systems are configured to alternate between being a client transmitter and a client receiver and to alternately transmit and receive video content,

12. The method of claim 10, further comprising:

receiving the video message by the client recipient; and

displaying the video message on the client recipient.

13. The method of claim 10, further comprising enabling the step of:

selecting said client recipient for said receiving or said consuming of the video message while the video message is being transmitted to the video server.

14. The method of claim 10, wherein said establishing said connection is performed autonomously without intervention by a user of the client transmitter.

15. The method of claim 10, wherein said establishing said connection is performed responsive to a program previously installed in the client transmitter.

16. The method of claim 10, further comprising enabling the step of:

monitoring an action of a user of the client transmitter, wherein said establishing said connection is performed based on said monitoring said action of the user.

17. The method of claim 10, further comprising:

reducing latency by transmitting the video message from the video server to the client recipient while transmitting the video message by the client transmitter to the video server.

18. The method of claim 10, further comprising:

transmitting by the client transmitter to a management server a first character string including a reference to the client recipient;

upon receiving by the management server said first character string,

transmitting by the management server a second character string to the client recipient; wherein said second character string is based on said first character string,

upon receiving said second character string, transmitting by the client recipient a third character string to the video server, wherein said third character string is based on said second character string;

performing said transmitting by the video server, upon receiving said third character string.

19. The method of claim 18, wherein said transmitting by the client recipient third character string to the video server is performed without prior notification to a user of the client recipient.

20. A computer readable medium encoded with processing instructions for causing a processor of the client computer system to execute the method steps of claim 10.

21. A computer readable medium encoded with processing instructions for causing a processor of the video server to execute the method steps of claim 10.

22. A computer readable medium encoded with processing instructions for causing a processor of the management server to execute the method steps of claim 10.

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.