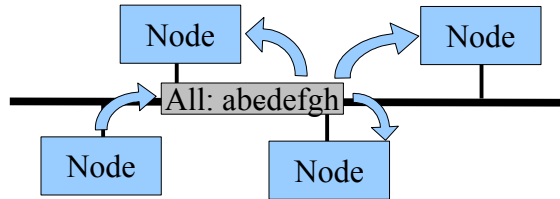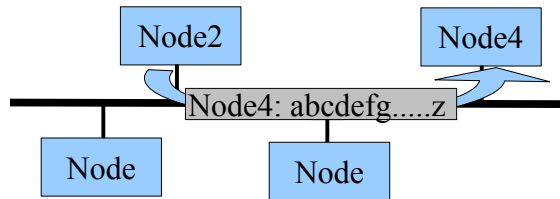Three base messaging forms:

Events:
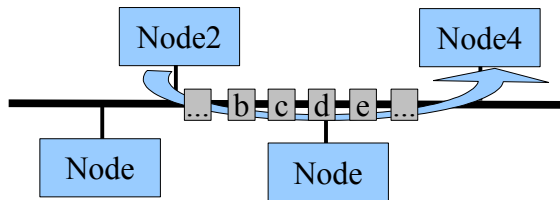These are 64-bit numbers, each of which represents one message.

Datagrams
These are point-to-point messages up to 84 bytes in length.

Streams
These are non-limited stream of messages between nodes. These require a handshaking between the two nodes to set-up the Stream.

Note: on CAN, these are handled specially in that while Events can be sent as a single CAN-frame, Datagrams and Streams need to be broken up into message fragments. Low-level code handles the fragmentation and assembly of these fragments, and therefore above this code, they look like complete messages.