```
smacc::Orthogonal

    stateMachine

    currentBehavior

   - clients
   + setStateMachine()
   + setStateBehavior()
   + onEntry()
   + onExit()
   + getName()
   + createClient()
   + requiresComponent()
   + requiresClient()
   + getClients()
   - onInitialize()
sm three some::Orthogonal2
```

+ onInitialize()