```
smacc::Orthogonal

    stateMachine

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

+ onInitialize()