```
smacc::SmaccSubStateBehavior
+ stateMachine
+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
            Rotate
      + listener
      + moveBaseClient
      + rotateDegree
      + Rotate()
      + Rotate()
```

+ onEntry()