```
smacc::Orthogonal

    stateMachine

    clientBehaviors

- clients
+ setStateMachine()
+ addClientBehavior()
+ onEntry()
+ onExit()
+ getName()
+ createClient()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ getClientBehavior()
- onInitialize()
```

sm_three_some::OrKeyboard

+ onlnitialize()