```
smacc::Orthogonal

    stateMachine

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

+ onInitialize()