```
smacc::Orthogonal

    stateMachine

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

+ onInitialize()