```
smacc::SmaccSubStateBehavior

→ stateMachine

+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
    dance bot::SbKeyboard
    + keyboardClient
    + C
    + onEntry()
    + OnKeyPress()
    + postKeyEvent()
```