```
smacc::SmaccSubStateBehavior

→ stateMachine

+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
 sm three some::SbKeyboard
 + keyboardClient
 + c
 + onEntry()
 + OnKeyPress()
 + postKeyEvent()
```