```
smacc::Orthogonal

    stateMachine

    - clientBehaviors
    - clients
    + setStateMachine()
    + addClientBehavior()
    + onEntry()
    + onExit()
    + getName()
    + createClient()
    + requiresComponent()
    + requiresClient()
    + getClients()
    + getClientBehaviors()
    onInitialize()
sm three some::OrOrthogonal2
```

+ onInitialize()