```
smacc::Orthogonal

    stateMachine

    - currentBehavior
    - clients
     + setStateMachine()
     + setStateBehavior()
     + onEntrv()
     + onExit()
     + getName()
     + createClient()
     + requiresComponent()
     + requiresClient()
     + aetClients()
     + getCurrentBehavior()
     onInitialize()
sm dance bot::SensorOrthogonal
```

+ onInitialize()