```
smacc::SmaccSubStateBehavior
+ stateMachine
+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
           SbRotate
      + listener
```

+ moveBaseClient\_ + rotateDegree + SbRotate() + SbRotate() + onEntry()