```
smacc::Orthogonal
- stateMachine
- currentBehavior
- clients
+ setStateMachine()
+ setStateBehavior()
+ onEntrv()
+ onExit()
+ getName()
+ createClient()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getCurrentBehavior()
onInitialize()
InputDeviceOrthogonal
```