```
smacc::Orthogonal

    stateMachine

  - clientBehaviors
  - clients
  + setStateMachine()
  + addClientBehavior()
  + onEntrv()
  + onExit()
  + getName()
  + createClient()
  + requiresComponent()
  + requiresClient()
  + aetClients()
  + getClientBehaviors()
  onInitialize()
sm three some::OrKeyboard
```

+ onInitialize()