```
smacc::ISmaccClientBehavior

    stateMachine

   - currentState

    currentOrthogonal

  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  # getNode()
  # getLogger()
  - onOrthogonalAllocation()
                Δ
smacc::SmaccAsyncClientBehavior
onEntryThread
onExitThread_
- postFinishEventFn
- postSuccessEventFn
- postFailureEventFn
- onFinished
onSuccess
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
                Δ
  cl_move_base_z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  + ~CbMoveBaseClientBehavior
  Base()
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
  cl_move_base_
                  z::CbNavigate
             Forward
   + forwardDistance
   + forwardSpeed
   + forceInitialOrientation
   + goalChecker_
   + listener
   + odomTracker
   + CbNavigateForward()
   + CbNavigateForward()
   + ~CbNavigateForward()
   + onEntry()
   + onExit()
```