```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
#getNode()
# getLogger()
- onOrthogonalAllocation()
                Δ
smacc2::SmaccAsyncClient
            Behavior

    onEntryThread

onExitThread

    postFinishEventFn

postSuccessEventFn
postFailureEventFn

    onFinished

- onSuccess
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
\cdot waitFutureIfNotFinished()
   smacc2::client behaviors
      ::CbWaitActionServer
   - client

    timeout

   + CbWaitActionServer()
   + ~CbWaitActionServer()
   + onOrthogonalAllocation()
   + executeOnEntry()
```