```
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::SmaccClientBehavior
+ onEntry()
+ onExit()
               Δ
                        _multirole_sensor
                     ::CbDefaultMultiRoleSensor
                        Behavior< ClientType >
                     + deferedEventPropagation
                       CbDefaultMultiRoleSensor
                     Behavior()
                     + onOrthogonalAllocation()
                      + propagateEvent()
                      + propagateEvent2()
                      + onEntry()
                      + onExit()
                      + onMessageCallback()
                      + getEventLabel()
                           < CILidarSensor >
 cl_multirole_sensor
  ::CbDefaultMultiRoleSensor
  Behavior< CILidarSensor >
 + sensor
  + deferedEventPropagation

    CbDefaultMultiRoleSensor

 Behavior()
  + onOrthogonalAllocation()
  + propagateEvent()
  + propagateEvent2()
  + onEntry()
  + onExit()
  + onMessageCallback()
  + getEventLabel()
               Д
sm_dance_bot_strikes
_back::cl_lidar::CbLidarSensor
 + CbLidarSensor()
 + onEntry()
 + onMessageCallback()
```