```
smacc::ISmaccClientBehavior
  - stateMachine
  - currentState

    currentOrthogonal

   + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  # getNode()
  # getLogger()
   - onOrthogonalAllocation()
smacc::SmaccAsyncClientBehavior

    onEntryThread

    onExitThread

    postFinishEventFn

postSuccessEventFn_

    postFailureEventFn

    onFinished

    onSuccess

- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
  cl move base z::CbWaitPose
  # moveBaseClient
  + CbWaitPose()
  + ~CbWaitPose()
  + onOrthogonalAllocation()
  + onEntry()
```