```
smacc::ISmaccClientBehavior
   - stateMachine

    currentState

   - currentOrthogonal
   + ISmaccClientBehavior()
   + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
   + requiresClient()
   + requiresComponent()
   # runtimeConfigure()
   # onEntry()
   # onExit()
   # postEvent()
   # postEvent()
  # getCurrentState()
# executeOnEntry()
   # executeOnExit()
   # dispose()
   # getNode()
   # getLogger()
   - onOrthogonalAllocation()
                  Д
smacc::SmaccAsyncClientBehavior
onEntryThread
- onExitThread
- postFinishEventFn
- postSuccessEventFn
- postFailureEventFn
onFinished
- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
                  Δ
                   z::CbMoveBase
  cl move base
        ClientBehaviorBase
  # moveBaseClient

    ~CbMoveBaseClientBehavior

  Base()
  + onOrthogonalAllocation()
- propagateSuccessEvent()
  propagateFailureEvent()
                  Δ
           e_base_z::CbNavigate
GlobalPosition
  cl_move_
  + goalPosition
+ goalYaw
  + yawTolerance
  + yawToleranceX+ yawToleranceY
  + goalChecker
  + CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
  + setGoal()
  + onEntry()
  + onExit()
  + execute()
  - readStartPoseFromParameter
  Server()
```