```
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::SmaccClientBehavior
+ onEntry()
+ onExit()
                        _multirole_sensor
                     ::CbDefaultMultiRoleSensor
                        Behavior< ClientType >
                     + deferedEventPropagation

    CbDefaultMultiRoleSensor

                     Behavior()
                     + onOrthogonalAllocation()
                     + propagateEvent()
                     + propagateEvent2()
                     + onEntry()
                      + onExit()
                     + onMessageCallback()
                      + getEventLabel()
                           < CILidarSensor >
  cl_multirole_sensor
  ::CbDefaultMultiRoleSensor
   Behavior < CILidar Sensor >
  + sensor
  + deferedEventPropagation

    CbDefaultMultiRoleSensor

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