```
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()
    smacc::client_behaviors
       ::CbWaitActionServer
    - client
    - timeout
    + CbWaitActionServer()
    + ~CbWaitActionServer()
    + onOrthogonalAllocation()
    + executeOnEntry()
```