```
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::SmaccAsyncClient
            Behavior

    onEntryThread

onExitThread

    postFinishEventFn

- postSuccessEventFn
postFailureEventFn_
- onFinished
- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
#dispose()
waitFutureIfNotFinished()
               Δ
cl_move_base_z::CbMoveBase
      ClientBehaviorBase
# moveBaseClient
+ ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()
propagateSuccessEvent()
propagateFailureEvent()
               Δ
 cl_move_
                z::CbUndoPath
          base
          Backwards
 + goalChecker
 - listener
 + onEntry()
 + onExit()
```