```
smacc::ISmaccOrthogonal
# clients
- stateMachine

    clientBehaviors

+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
                    smacc::Orthogonal<
                       TOrthogonal >
                    + createClient()
                        < OrObstaclePerception >
   smacc::Orthogonal<
   OrObstaclePerception >
   + createClient()
 sm dance bot strikes
  back::OrObstaclePerception
 + onInitialize()
```