```
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()
  cl move base z::CbRotate
  + rotateDegree
  + goalChecker
  - listener
  + CbRotate()
  + CbRotate()
  + onEntry()
```