```
smacc::ISmaccClientBehavior
  - stateMachine

    currentState

    currentOrthogonal

  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  #getNode()
  # getLogger()
  - onOrthogonalAllocation()
                 Δ
smacc::SmaccAsyncClientBehavior
onEntryThread
- onExitThread
- postFinishEventFn
- postSuccessEventFn
- postFailureEventFn

    onFinished

- onSuccess
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
                 Δ
                 z::CbMoveBase
  cl move
           base
        ClientBehaviorBase
  # moveBaseClient

    ~CbMoveBaseClientBehavior

  Base()
  + onOrthogonalAllocation()
  - propagateSuccessEvent()
  propagateFailureEvent()
                 Δ
    cl_move_base_z::CbRotate
    + rotateDegree
    + goalChecker_

    listener

    + CbRotate()
    + CbRotate()
    + onEntry()
```