```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

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

    postFinishEventFn

    postSuccessEventFn

    postFailureEventFn

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
 cl move group interface
  ::CbMoveEndEffectorTrajectory
 + targetPose
 + tip link
 + group
 # movegroupClient
 + CbMoveEndEffectorTrajectory()
 + CbMoveEndEffectorTrajectory()
 + onEntry()
 + planAndExecuteAsync()
 # moveToAbsolutePose()
```