```
smacc::ISmaccClientBehavior
   - stateMachine

    currentState

    currentOrthogonal

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

    onEntryThread

    onExitThread

    postFinishEventFn

- postSuccessEventFn
postFailureEventFn_

    onFinished

    onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                Δ
  cl move base z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
 cl move
          base z::CbNavigate
          + CbNavigateNextWaypoint()
 + ~CbNavigateNextWaypoint()
 + onEntry()
 + onExit()
```