```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

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

    postFinishEventFn

- postSuccessEventFn

    postFailureEventFn

    onFinished

- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                 Λ
                 _z::CbMoveBase
  cl move
           base
       ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
                 z::CbNavigate
 cl_move_base_
          GlobalPosition
  + goalPosition
  + goalYaw
  + CbNavigateGlobalPosition()
  + CbNavigateGlobalPosition()
  + setGoal()
  + onEntry()
  + execute()
  + readStartPoseFromParameter
  Server()
  + onExit()
```