smacc::ISmaccOrthogonal # clients stateMachine clientBehaviors + setStateMachine() + getStateMachine() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() # onInitialize() # assignClientToOrthogonal() smacc::Orthogonal < TOrthogonal > + createClient() < OrPerception > smacc::Orthogonal < OrPerception > + createClient() sm fetch screw loop 1::OrPerception + onInitialize()