```
smacc::ISmaccClientBehavior

    stateMachine

 - currentState
 - currentOrthogonal
 + ISmaccClientBehavior()
 + ~ISmaccClientBehavior()
 + getStateMachine()
 + getName()
 + requiresClient()
 + requiresComponent()
 + getNode()
 # runtimeConfigure()
 # onEntry()
 # onExit()
 # postEvent()
 # postEvent()
 # getCurrentState()
 # executeOnEntry()
 # executeOnExit()
 # dispose()
 onOrthogonalAllocation()
               Д
 smacc::SmaccClientBehavior
 + onEntry()
 + onExit()
                     cl multirole sensor
                     :: CbDefault MultiRole Sensor
                       Behavior < ClientType >
                     + sensor
                     + deferedEventPropagation

    + CbDefaultMultiRoleSensor

                     Behavior()
                     + onOrthogonalAllocation()
                     + propagateEvent()
                     + propagateEvent2()
                     + onEntry()
                     + onExit()
                     + onMessageCallback()
                     + getEventLabel()
                           < sm dance bot strikes
                           back::cl lidar::ClLidarSensor >
cl multirole sensor
::C̄bDefaultM̄ultiRoleSensor
Behavior < sm_dance_bot_strikes
 back::cl lidar::ClLidarSensor >
+ sensor
+ deferedEventPropagation
+ CbDefaultMultiRoleSensor
Behavior()
+ onOrthogonalAllocation()
+ propagateEvent()
+ propagateEvent2()
+ onEntry()
+ onExit()
+ onMessageCallback()
+ getEventLabel()
                Δ
 sm_dance_bot_strikes
_back::cl_lidar::CbLidarSensor
 + CbLidarSensor()
 + onEntry()
+ onMessageCallback()
```