```
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

    onEntryThread

    onExitThread

    postFinishEventFn

    postSuccessEventFn

    postFailureEventFn

    onFinished

    onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                 Δ
 cl_move_group_interface
::CbMoveEndEffectorRelative
  + transform
  + group
  # movegroupClient
  + CbMoveEndEffectorRelative()
  + CbMoveEndEffectorRelative()
  + onEntry()
  + onExit()
  # moveRelative()
```