```
smacc::ISmaccClient
# components

    stateMachine_

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
              Δ
                        A
                    smacc::client bases
                    ::SmaccSubscriberClient
                          < MessageType >
                    + topicName
                    + queueSize
                    + onFirstMessageReceived
                    + onMessageReceived
                    + postMessageEvent
+ postInitialMessageEvent
                    # nh_
                     - sub

    firstMessage_

                    - initialized
                    + SmaccSubscriberClient()
+ SmaccSubscriberClient()
                    + ~SmaccSubscriberClient()
                    + onMessageReceived()
                    + onFirstMessageReceived()
                    + onOrthogonalAllocation()
                    + initialize()
                    messageCallback()
                          < std msgs::UInt16 >
 smacc::client_bases
 ::SmaccSubscriberClient
    < std msgs::UInt16 >
 + topicName
 + queueSize
 + onFirstMessageReceived_
 + onMessageReceived_
 + postMessageEvent
 + postInitialMessageEvent
 # nh
 - sub

    firstMessage_

    initialized

 + SmaccSubscriberClient()
 + SmaccSubscriberClient()
 + ~SmaccSubscriberClient()
 + onMessageReceived()
 + onFirstMessageReceived()
 + onOrthogonalAllocation()
 + initialize()
```

sm\_starcraft\_ai::cl \_subscriber::ClSubscriber

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- messageCallback()