## smacc::ISmaccClientBehavior stateMachine - currentState currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntry() # executeOnExit() # dispose() onOrthogonalAllocation() smacc::SmaccClientBehavior + onEntry() + onExit() sm moveit screw loop ::cl gripper::CbOpenGripper + onEntry() + onExit()