```
smacc::ISmaccClientBehavior
   - stateMachine_

    currentState

    currentOrthogonal

   + ISmaccClientBehavior()
   + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
+ requiresClient()
   + requiresComponent()
# runtimeConfigure()
   # onEntry()
   # onExit()
   # postEvent()
   # postEvent()
  # getCurrentState()
  # executeOnEntry()
   # executeOnExit()
  # dispose()
   onOrthogonalAllocation()
                 Δ
smacc::SmaccAsyncClientBehavior
onEntryThreadonExitThread

    postFinishEventFn

- postSuccessEventFn_

    postFailureEventFn

- onFinished
onSuccess_
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                 Δ
  cl_move_base_z::CbMoveBase
        ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  - propagateFailureEvent()
                 Δ
 cl_move_base_z::CbNavigate
GlobalPosition
  + goalPosition
  + goalYaw
  + CbNavigateGlobalPosition()
     CbNavigateGlobalPosition()
  + setGoal()
  + onEntry()
  + execute()
  + readStartPoseFromParameter
  Server()
  + onExit()
```