```
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()
                Д
                 z::CbMoveBase
  cl_move
           base
       ClientBehaviorBase
  # moveBaseClient
  # visualizationMarkersPub
  + onOrthogonalAllocation()
  propagateSuccessEvent()
   propagateFailureEvent()
                Δ
 cl move
          base
                 z::CbNavigate
          NextWaypoint
 + CbNavigateNextWaypoint()
   ~CbNavigateNextWaypoint()
 + onEntry()
 + onExit()
```