```
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

  - postSuccessEvent\overline{\mathsf{F}}\mathsf{n}
  - postFailureEventFn
  onFinished_

    onSuccess

  - onFailure
  + onOrthogonalAllocation()
  + ~SmaccAsyncClientBehavior()
  + onSuccess()
  + onFinished()
  + onFailure()
  # executeOnEntry()
  # executeOnExit()
  # postSuccessEvent()
  # postFailureEvent()
  # dispose()
                   Δ
    cl move base z::CbMoveBase
          ClientBehaviorBase
    # moveBaseClient
    # visualizationMarkersPub
    + onOrthogonalAllocation()
     propagateSuccessEvent()
    - propagateFailureEvent()
                   Д
cl_move_base_z::CbAbsolute
                 Rotate
+ listener
+ absoluteGoalAngleDegree
+ yawGoalTolerance
+ maxVelTheta
+ spinningPlanner

    oldYawTolerance

oldMaxVelThetaoldMinVelTheta
+ CbAbsoluteRotate()
+ CbAbsoluteRotate()
+ onEntry()
+ onExit()

    updateTemporalBehaviorParameters()
```