```
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()
                Δ
  cl_move_base_z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  # visualizationMarkersPub
  + onOrthogonalAllocation()
  · propagateSuccessEvent()
  propagateFailureEvent()
                Δ
  cl_move_base_z::CbNavigate
            .
Backwards
   + backwardDistance
   + backwardSpeed
   + listener
   + odomTracker_
   + CbNavigateBackwards()
   + CbNavigateBackwards()
   + onEntry
   + onExit()
```