```
smacc::ISmaccClientBehavior
- stateMachine
currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ getNode()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
- onOrthogonalAllocation()
              Δ
smacc::SmaccClientBehavior
+ onEntry()
+ onExit()
              Δ
                    cl_multirole_sensor
                    :: CbDefault MultiRole Sensor
                      Behavior < ClientType >
                    + sensor
                    + deferedEventPropagation

    CbDefaultMultiRoleSensor

                    Behavior()
                    + onOrthogonalAllocation()
                    + propagateEvent()
                    + propagateEvent2()
                    + onEntry()
                    + onExit()
                    + onMessageCallback()
                    + getEventLabel()
                          < ClLidarSensor >
    multirole_sensor
 :: C
b
D
e
f
a
u
l
t
i
R
o
l
e
S
e
n
s
o
r
  Behavior < ClLidarSensor >
 + sensor
 + deferedEventPropagation
 + CbDefaultMultiRoleSensor
 Behavior()
 + onOrthogonalAllocation()
 + propagateEvent()
 + propagateEvent2()
 + onEntry()
 + onExit()
 + onMessageCallback()
 + getEventLabel()
   sm dance bot::cl lidar
        ::CbLidarSensor
   + CbLidarSensor()
   + onEntry()
   + onMessageCallback()
```