```
smacc::ISmaccClientBehavior

    stateMachine

 - currentState
 - currentOrthogonal
 + ISmaccClientBehavior()
 + ~ISmaccClientBehavior()
 + getStateMachine()
 + getName()
 + requiresClient()
 + requiresComponent()
# runtimeConfigure()
 # onEntry()
 # onExit()
 # postEvent()
 # postEvent()
 # getCurrentState()
 # executeOnEntry()
 # executeOnExit()
 # dispose()
 - onOrthogonalAllocation()
                Δ
 smacc::SmaccClientBehavior
 + onEntry()
 + onExit()
                Д
                      cl_multirole_sensor
::CbDefaultMultiRoleSensor
                        Behavior < ClientType >
                      + sensor
                      + deferedEventPropagation
                      + CbDefaultMultiRoleSensor
                      Behavior()
                      + onOrthogonalAllocation()
                      + propagateEvent()
                      + propagateEvent2()
                      + onEntry()
                      + onExit()
                      + onMessageCallback()
                      + getEventLabel()
                             < sm_dance_bot_strikes
                            _back::cl_lidar::ClLidarSensor >
  multirole sensor
::C̄bDefaultM̄ultiRoleSensor
Behavior< sm_dance_bot_strikes
_back::cl_lidar::ClLidarSensor >
+ sensor
+ deferedEventPropagation
+ CbDefaultMultiRoleSensor
Behavior()
+ onOrthogonalAllocation()
+ propagateEvent()
+ propagateEvent2()
+ onEntry()
+ onExit()
+ onMessageCallback()
+ getEventLabel()
                 Δ
 sm_dance_bot_strikes
_back::cl_lidar::CbLidarSensor
  + CbLidarSensor()
  + onEntry()
  + onMessageCallback()
```