smacc::ISmaccClientBehavior stateMachine - currentState - currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() configureEventSourceTypes() smacc::SmaccClientBehavior + onEntry() + onExit() moveit z client::CbMoveNamed **Target** # movegroupClient # namedTarget + CbMoveNamedTarget() + onEntry() + onExit() + getNamedTargetValues()