```
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()
  cl_move_base z::CbMoveBase
        ClientBehaviorBase
  # moveBaseClient
  # visualizationMarkersPub
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
                 Δ
  cl move base z::CbUndoPath
            Backwards
   - listener
   - onEntry()
  onExit()
```