```
smacc::ISmaccOrthogonal
# clients

    stateMachine

    clientBehaviors

+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
# assignClientToOrthogonal()
                   smacc::Orthogonal <
                      TOrthogonal >
                   + createClient()
                        < OrPerception >
     smacc::Orthogonal <
        OrPerception >
     + createClient()
sm fetch two table
pick n place 1::OrPerception
+ onInitialize()
```