```
smacc::ISmaccClientBehavior

    stateMachine_

    currentState

    currentOrthogonal

     + ISmaccClientBehavior()
        -ISmaccClientBehavior()
     + getStateMachine()
     + getName()
     + requiresClient()
     + requiresComponent()
     + getNode()
     # runtimeConfigure()
     # onEntry()
     # onExit()
     # postEvent()
     # postEvent()
     # getCurrentState()
     # executeOnEntry()
    # executeOnExit()
     # dispose()
     - onOrthogonalAllocation()
                   Д
  smacc::SmaccAsyncClientBehavior

    onEntryThread

    onExitThread

    postFinishEventFn

    postSuccessEventFn

    postFailureEventFn_

  - onFinished
  - onSuccess_
  - onFailure
  + onOrthogonalAllocation()
  + ~SmaccAsyncClientBehavior()
  + onSuccess()
  + onFinished()
  + onFailure()
  # executeOnEntry()
  # executeOnExit()
  # postSuccessEvent()
  # postFailureEvent()
  # dispose()
                   Δ
    cl_move_base
                    z::CbMoveBase
          ClientBehaviorBase
    # moveBaseClient
    + onOrthogonalAllocation()
    propagateSuccessEvent()
    propagateFailureEvent()
cl move base z::CbAbsolute
                Rotate
+ listener
+ absoluteGoalAngleDegree
+ yawGoalTolerance
+ maxVelTheta
+ spinningPlanner

    oldYawTolerance

    oldMaxVelTheta

- oldMinVelTheta
+ CbAbsoluteRotate()
+ CbAbsoluteRotate()
+ onEntry()
+ onExit()

    updateTemporalBehaviorParameters()
```