```
smacc::SmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getStateMachine()
+ getName()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ postEvent()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getCurrentState()
configureEventSourceTypes()
    move base z client
         ::CbRotate
     + listener
     + moveBaseClient
     + rotateDegree
```

+ CbRotate() + CbRotate() + onEntry()