```
smacc::SmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getStateMachine()
+ getName()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ postEvent()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getCurrentState()
configureEventSourceTypes()
move base z client
  ::CbNavigateGlobalPosition
+ initialPoint
+ initialYaw
```

moveBaseClient

+ goToRadialStart()

+ onEntry()

Server() + onExit()

+ CbNavigateGlobalPosition()+ CbNavigateGlobalPosition()

+ readStartPoseFromParameter