```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

 - currentOrthogonal
 + ISmaccClientBehavior()
 + ~ISmaccClientBehavior()
 + getStateMachine()
 + getName()
 + requiresClient()
 + requiresComponent()
 + getNode()
 # runtimeConfigure()
 # onEntry()
 # onExit()
 # postEvent()
 # postEvent()
 # getCurrentState()
 # executeOnEntry()
 # executeOnExit()
 # dispose()
 onOrthogonalAllocation()
  smacc::SmaccClientBehavior
  + onEntry()
  + onExit()
sm starcraft ai::cl
subscriber::CbDefaultSubscriber
            Behavior
+ onEntry()
```