```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

   + ISmaccClientBehavior()
     ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
   + requiresClient()
  + requiresComponent() # runtimeConfigure()
   # onEntry()
   # onExit()
   # postEvent()
   # postEvent()
   # getCurrentState()
   # executeOnEntry()
   # executeOnExit()
   # dispose()
   onOrthogonalAllocation()
                 Δ
smacc::SmaccAsyncClientBehavior
onEntryThreadonExitThread

    postFinishEventFn

    postSuccessEventFn

    postFailureEventFn

onFinished
- onSuccess
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                 Δ
                 z::CbMoveBase
  cl move
           base
        ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  - propagateFailureEvent()
  cl move
           base
                 z::CbNavigate
          GlobalPosition
  + goalPosition
  + goalYaw
  + yawTolerance
  + yawToleranceX
  + yawToleranceY
  + CbNavigateGlobalPosition()
  + CbNavigateGlobalPosition()
  + setGoal()
  + onEntry()
  + execute()
  + readStartPoseFromParameter
  Server()
  + onExit()
```