```
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::CbWatchdogSubscriber
             Behavior
+ onEntry()
```