```
smacc::ISmaccClientBehavior
  - stateMachine
  - currentState
  - currentOrthogonal
  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  + getNode()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  - onOrthogonalAllocation()
smacc::SmaccAsyncClientBehavior
onEntryThread

    onExitThread

    postFinishEventFn

    postSuccessEventFn

    postFailureEventFn

    onFinished

    onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                Δ
  cl move base z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
                Δ
  cl_move_base
                z::CbNavigate
          _base_z..esita
NextWaypoint
  + CbNavigateNextWaypoint()
  + ~CbNavigateNextWaypoint()
  + onEntry()
  + onExit()
```