```
smacc::ISmaccClientBehavior

    stateMachine

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

    postFinishEventFn

    postSuccessEventFn

    postFailureEventFn

- onFinished

    onSuccess

- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
  cl_move base z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
                Δ
  cl_move_base_z::CbNavigate
             Forward
   + forwardDistance
   + forwardSpeed
   + forceInitialOrientation
   + listener
   + odomTracker
   + CbNavigateForward()
   + CbNavigateForward()
   + onEntry
   + onExit()
```