```
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()
                   Д
                    z::CbMoveBase
    cl move
              base
          ClientBehaviorBase
    # moveBaseClient
    + onOrthogonalAllocation()
     propagateSuccessEvent()
    - propagateFailureEvent()
cl move base z::CbAbsolute
                 Rotate
+ listener
+ absoluteGoalAngleDegree
+ yawGoalTolerance
+ maxVelTheta
+ spinningPlanner

    oldYawTolerance

    oldMaxVelTheta

oldMinVelTheta
+ CbAbsoluteRotate()
+ CbAbsoluteRotate()
+ onEntry()
+ onExit()

    updateTemporalBehaviorParameters()
```