```
smacc::SmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getStateMachine()
+ getName()
+ onEntrv()
+ onExit()
+ postEvent()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getCurrentState()
configureEventSourceTypes()
   move base z client
   ::CbUndoPathBackwards

    listener

    moveBaseClient
```

onEntry()