```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

   - currentOrthogonal
   + ISmaccClientBehavior()
   + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
   + requiresClient()
   + requiresComponent()
   + getNode()
   # 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()
                 Δ
  cl move base
                 z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  # visualizationMarkersPub
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  - propagateFailureEvent()
           base
  cl move
                 z::CbNavigate
          GlobalPosition
  + goalPosition
  + goalYaw
  + CbNavigateGlobalPosition()
  + CbNavigateGlobalPosition()
  + setGoal()
  + onEntry()
  + execute()
  + readStartPoseFromParameter
  Server()
  + onExit()
```