```
smacc::SmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ SmaccClientBehavior()
+ ~SmaccClientBehavior()
+ getStateMachine()
+ getName()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ postEvent()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getCurrentState()
configureEventSourceTypes()
moveit z client::CbMoveKnown
            State
+ statename
# movegroupClient
+ CbMoveKnownState()
```

+ CbMoveKnownState()

+ onEntry() + onExit()