```
smacc::ISmaccOrthogonal
# clients
- stateMachine

    clientBehaviors

+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
# onInitialize()
# assignClientToOrthogonal()
                smacc::Orthogonal<
                   TOrthogonal >
                + createClient()
                    < OrStringPublisher >
 smacc::Orthogonal<
  OrStringPublisher >
  + createClient()
sm dance bot strikes
 back::OrStringPublisher
+ onInitialize()
```