```
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()
                      < OrObstaclePerception >
  smacc::Orthogonal<
  OrObstaclePerception >
  + createClient()
sm dance bot strikes
 back::OrObstaclePerception
+ onInitialize()
```