```
smacc2::ISmaccClientBehavior
    -stateMachine
    currentState
    - currentOrthogonal
    + ISmaccClientBehavior()
       -ISmaccClientBehavior()
    + getStateMachine()
    + getName()
    + requiresClient()
    + requiresComponent()
    # runtimeConfigure()
    # onEntry()
    # onExit()
   # postEvent()
# postEvent()
    # getCurrentState()
    # dispose()
    # getNode()
    # getLogger()
- executeOnEntry()
    executeOnExit()
    - onOrthogonalAllocation()
                   Δ
   smacc2::SmaccAsyncClient
               Behavior
   - onEntryThread
- onExitThread_
   - postFinishEventFn
   - postSuccessEventFn
   - postFailureEventFn
   - onFinished
   - onSuccess
   - onFailure
   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   #dispose()
   - waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
  _nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
  ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
propagateSuccessEvent()

    propagateFailureEvent()

    cl_nav2z::CbNavigateGlobal
                Position
    + goalPosition
    + goalYaw
    + yawTolerance+ yawToleranceX
     yawTolerance\
    + goalChecker
    + CbNavigateGlobalPosition()
    + CbNavigateGlobalPosition()
    + setGoal()
    + onEntry()
    + onExit()
    + execute()
    readStartPoseFromParameter
    Server()
```