```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
#getNode()
# getLogger()
 - executeOnËntry()
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()
               behaviors
smacc2::client_
::CbServiceCall< ServiceType >
+ result
# client
# serviceName
# request
+ CbServiceCall()
+ CbServiceCall()
+ onEntry()
# onServiceResponse()
                 < slam toolbox::srv
                     ::Pause >
 smacc2::client behaviors
 ::CbServiceCall< slam_toolbox
         ::srv::Pause >
 + result
 # client
 # serviceName_
 # request_
 + CbServiceCall()
 + CbServiceCall()
 + onEntry()
 # onServiceResponse()
               Δ
cl move base z::CbPauseSlam
+ CbPauseSlam()
```