```
smacc2::ISmaccClientBehavior
    stateMachine
    currentState
    currentOrthogonal
    ISmaccClientBehavior()
    ~ISmaccClientBehavior()
 +
 + getStateMachine()
 + getName()
    requiresClient()
    requiresComponent()
 +
 +
   onEntry()
   onExit()
 +
   executeOnEntry()
 +
    executeOnExit()
 #
    runtimeConfigure()
 # postEvent()
 # postEvent()
 # getCurrentState()
 #
    dispose()
    getNode()
 #
 #
   getLogger()
   onOrthogonalAllocation()
  smacc2::SmaccAsyncClient
           Behavior
- onEntryThread_

    onExitThread_

    postFinishEventFn

 postSuccessEventFn\_
 postFailureEventFn_
 onFinished

    onSuccess_

    onFailure

 isShutdownRequested
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()
 waitFutureIfNotFinished()
 cl_moveit2z::CbMoveNamed
            Target
  # movegroupClient
  # namedTarget_
  + CbMoveNamedTarget()
  + onEntry()
```

+ onExit()

+ getNamedTargetValues()