```
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::CbMoveJoints
         scalingFactor_
         jointValueTarget_
     +
         group
     +
     #
         movegroupClient_
         CbMoveJoints()
     +
         CbMoveJoints()
     +
         onEntry()
     +
         onExit()
     +
     #
         moveJoints()
cl moveit2z::CbMoveLastTrajectory
            InitialState
    backIndex_
    CbMoveLastTrajectoryInitial
 +
    State()
    CbMoveLastTrajectoryInitial
    State()
    ~CbMoveLastTrajectoryInitial
    State()
```

onEntry()