```
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()
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()
    cl_nav2z::CbNavigateForward
    + forwardSpeed
    + forceInitialOrientation
    + goalChecker
    + listener
    + odomTracker

    forwardDistance

    + CbNavigateForward()
    + CbNavigateForward()
    + ~CbNavigateForward()
    + onEntry()
     + onExit()
    + setForwardDistance()
```