```
smacc2::ISmaccOrthogonal
# clients
- stateMachine
- clientBehaviors
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
                    smacc2::Orthogonal
                      < TOrthogonal >
                    + createClient()
                        < OrObstaclePerception >
  smacc2::Orthogonal
  < OrObstaclePerception >
  + createClient()
 sm dance bot strikes
  back::OrObstaclePerception
 + onInitialize()
```