- currentState - currentOrthogonal |+ ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() # runtimeConfigure() # onEntrv() # onExit() # postEvent() # postEvent() # getCurrentState() # dispose() # getNode() # getLogger() - executeOnEntrv() - executeOnExit() - onOrthogonalAllocation() {smacc2::SmaccClientBehavior ll+ onEntry() + onExit() {cl ros timer::CbTimerCountdownOnce {cl ros timer::CbTimerCountdownLoop - tickTriggerCount i- tickCounter - tickTriggerCount {cl multirole sensor - tickCounter ::CbDefaultMultiRoleSensor {cl ros timer::CbTimer - timerClient - timerClient Behavior< ClientType > {cl_ros_publisher::CbDefault |- timerClient - postCountDownEvent - postCountDownEvent {cl ros publisher::CbPublish {cl keyboard::CbDefaultKeyboard PublishLoop postTimerEvent - onTimerTick - onTimerTick + sensor Once< RosMsgType > Behavior + deferedEventPropagation l- deferedPublishFn |+ CbTimerCountdownLoop() |+ CbTimerCountdownOnce() {smacc2::client behaviors l- deferedPublishFn |+ CbDefaultMultiRoleSensor {cl ros publisher::CbMuted I+ CIKeyboard_ |+ onEntry() + onEntry() + onEntry() ::CbSubscriptionCallbackBase - client - client + postEventKeyPress |+ CbDefaultPublishLoop() Behavior< RosMsgType > + onEntry() < TMsg > + onEntry() + onEntry() Behavior() |+ CbPublishOnce() + onOrthogonalAllocation() + CbDefaultPublishLoop() ||+ onEntry() + onOrthogonalAllocation() + onOrthogonalAllocation() + onOrthogonalAllocation() |+ onEntry() # attachedClient + CbPublishOnce() + onClientTimerTickCallback() + propagateEvent() + onExit() + onOrthogonalAllocation() + setMessage() + onTimerTick() + onTimerTick() + onEntry() + setMessage() + propagateEvent2() + onMessageReceived() + OnKeyPress() + CbTimerCountdownOnce() + onEntry() + onEntry() + CbTimerCountdownLoop() + onEntry() + postKeyEvent() + onEntry() + onEntry() + update() + onExit() + onEntry() + onExit() + onExit() + onExit() + onOrthogonalAllocation() + onExit() + onExit() + onOrthogonalAllocation() + onOrthogonalAllocation() + onMessageCallback() + onClientTimerTickCallback() + getEventLabel() + onTimerTick() + onTimerTick() - onClientTimerTickCallback() - onClientTimerTickCallback() - onClientTimerTickCallback() - onClientTimerTickCallback()

{smacc2::ISmaccClientBehavior

l- stateMachine