```
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::CbMoveEndEffector
     targetPose
 +
     tip_link_
 +
     group_
 +
     movegroupClient_
 #
     CbMoveEndEffector()
 +
```

CbMoveEndEffector()

moveToAbsolutePose()

onEntry()

+

+

#