```
smacc2::ISmaccClientBehavior
 - stateMachine
 currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
executeOnEntry()
executeOnExit()
- onOrthogonalAllocation()
               Λ
smacc2::SmaccAsyncClient
           Behavior
onEntryThread
onExitThread

    postFinishEventFn

- postSuccessEventFn
postFailureEventFn_

    onFinished

onSuccess_
- onFailure

    isShutdownRequested_

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
# postSuccessEvent()
# postFailureEvent()
# dispose()
#isShutdownRequested()
- waitFutureIfNotFinished()
executeOnEntry()
executeOnExit()
  cl nav2z::CbWaitTransform
  #tfBuffer
  #tfListener
  # targetFrame
  # referenceFrame
  # timeout
  # result
  + CbWaitTransform()
  + ~CbWaitTransform()
  + onOrthogonalAllocation()
  + onEntry()
```