```
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
   - on Entry Thread
   - onExitŤhread

    postFinishEventFn

    postSuccessEventFn

   - postFailureEventFn_
   - onFinished
   - onSuccess
   - onFailure
   + on Orthogonal Allocation ()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   - waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
                   Δ
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
propagateSuccessEvent()
propagateFailureEvent()
    cl_nav2z::CbNavigateForward
    + forwardSpeed

    forceInitialOrientation

    + goalChecker
+ listener
    + odomTracker

    forwardDistance

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