```
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
            Relative
+ transform_
+ group_
# movegroupClient
+ CbMoveEndEffectorRelative()
+ CbMoveEndEffectorRelative()
+ onEntry()
```

+ onExit()

# moveRelative()