```
smacc2::ISmaccClientBehavior
   - stateMachine
   - currentState

    currentOrthogonal

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

    postFinishEventFn

   postSuccessEventFn

    postFailureEventFn

    onFinished

   onSuccess_
   - onFailure
   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   - waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
                  Δ
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
propagateSuccessEvent()
- propagateFailureEvent()
                  Δ
  cl nav2z::CbUndoPathBackwards
  + goalChecker_
  - listener
  + onEntry()
  + onExit()
```