```
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()
```

smacc2::client\_behaviors
::CbWaitActionServer

- client\_\_
- timeout\_\_
+ CbWaitActionServer()
+ ~CbWaitActionServer()
+ onOrthogonalAllocation()

+ onEntry()

# isShutdownRequested()waitFutureIfNotFinished()

# dispose()