```
smacc2::ISmaccClientBehavior

    stateMachine

 currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
#getNode()
# getLogger()
- onOrthogonalAllocation()
               Δ
smacc2::SmaccAsyncClient
           Behavior
onEntryThread
onExitThread
- postFinishEventFn
- postSuccessEventFn
postFailureEventFn_
- onFinished_
- onSuccess
- onFailure
+ onOrthogonalAllocation()
  ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
waitFutureIfNotFinished()
               Δ
cl_move_base_z::CbMoveBase
      ClientBehaviorBase
# moveBaseClient
  ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
propagateFailureEvent()
               Δ
                 z::CbNavigate
 cl_move_base_
            Forward
 + forwardDistance
 + forwardSpeed+ forceInitialOrientation
 + goalChecker
 + listener
 + odomTracker
 + CbNavigateForward()
  - CbNavigateForward()
 + ~CbNavigateForward()
 + onEntry()
 + onExit()
```