```
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
onExitThread

    postFinishEventFn

- postSuccessEventFn
postFailureEventFn_

    onFinished

- onSuccess
- onFailure

    isShutdownRequested

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
#isShutdownRequested()
- waitFutureIfNotFinisheď()
executeOnEntry()
executeOnExit()
  cl nav2z::CbWaitTransform
  #tfBuffer
  #tfListener
  # targetFrame
  # referenceFrame
  # timeout
  # result
  + CbWaitTransform()
  + ~CbWaitTransform()
  + onOrthogonalAllocation()
  + onEntry()
```