```
{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

                                         {smacc2::ISmaccUpdatable

    isShutdownRequested_

|+ onOrthogonalAllocation()
                                         |- periodDuration_
+ ~SmaccAsyncClientBehavior()

    lastUpdate

                                         |+ ISmaccUpdatable()
+ onSuccess()
                                         + ISmaccUpdatable()
+ onFinished()
+ onFailure()
                                         + executeUpdate()
                                         + setUpdatePeriod()
+ requestForceFinish()
                                         # update()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
#dispose()
# isShutdownRequested()
- waitFutureIfNotFinished()
                }
                  {cl_move_group_interface
                    ::CbMoveEndEffectorTrajectory
                  + group_
                  + tipLink
                  + allowInitialTrajectoryState
                  JointDiscontinuity_
                  # endEffectorTrajectory_
                  # movegroupClient
                  # beahiorMarkers_
                  - markersPub
                  - markersInitialized
                  iksrv_
                  - m_mutex

    postJointDiscontinuityEvent

    postIncorrectInitialState

    postMotionExecutionFailure

                  Events

    autocleanmarkers

                  |+ CbMoveEndEffectorTrajectory()
                  + CbMoveEndEffectorTrajectory()
                  + onOrthogonalAllocation()
                  + onEntry()
                  + onExit()
                  + update()
                  # computeJointSpaceTrajectory()
                  # executeJointSpaceTrajectory()
                  # generateTrajectory()
                  # createMarkers()
                  # getCurrentEndEffectorPose()
                  - initializeROS()
                     {cl_move_group_interface
                      ::CbCircularPouringMotion
                     |+ angularSpeed_rad_s_
                     + linearSpeed_m_s_
                     + directionVector
                     + pointerRelativePose
                     #relativePivotPoint_
                     # deltaHeight_
                     # pointerTrajectory_
                     - globalFrame
                     |+ CbCircularPouringMotion()
```

+ generateTrajectory()+ createMarkers()

- computeCurrentEndEffector PoseRelativeToPivot()