```
smacc2::ISmaccClientBehavior
- stateMachine
- currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
#getNode()
#getLogger()
- executeOnEntry()
- executeOnExit()
- onOrthogonalAllocation()
              Д
smacc2::SmaccClientBehavior
+ onEntry()
+ onExit()
                        _multirole_sensor
                     ::CbDefaultMultiRoleSensor
                        Behavior< ClientType >
                     + deferedEventPropagation

    CbDefaultMultiRoleSensor

                     Behavior()
                     + onOrthogonalAllocation()
                     + propagateEvent()
                     + propagateEvent2()
                     + onEntry()
                      + onExit()
                     + onMessageCallback()
                      + getEventLabel()
                           < CILidarSensor >
  cl_multirole_sensor
  ::CbDefaultMultiRoleSensor
   Behavior < CILidar Sensor >
  + sensor
  + deferedEventPropagation

    CbDefaultMultiRoleSensor

  Behavior()
  + onOrthogonalAllocation()
  + propagateEvent()
  + propagateEvent2()
  + onEntry()
  + onExit()
  + onMessageCallback()
  + getEventLabel()
                Д
    sm_dance_bot::cl_lidar
::CbLidarSensor
    + CbLidarSensor()
     + onEntry()
```

+ onMessageCallback()