```
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
onEntryThread
- onExitThread
postFinishEventFn
- postSuccessEventFn
- postFailureEventFn_

    onFinished

- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
executeOnEntry()
executeOnExit()
               Δ
cl_move_base_z::CbMoveBase
      ClientBehaviorBase
# moveBaseClient
 + ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()
 - propagateSuccessEvent()
propagateFailureEvent()
               Δ
 cl_move_
          _base_z::CbNavigate
          Backwards
 + backwardDistance
 + backwardSpeed
 + goalChecker
 + odomTracker
 + CbNavigateBackwards()
 + CbNavigateBackwards()
  onEntry()
 + onExit()
```