```
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

- isShutdownRequested
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
# isShutdownRequested()

    waitFutureIfNotFinished()

smacc2::client_behaviors
::CbServiceCall< ServiceType >
      resultFuture_
      result_
      pollRate_
      client_
  #
      serviceName_
  #
  #
      request_
     CbServiceCall()
      CbServiceCall()
      onEntry()
  #
      onServiceResponse()
                < slam_toolbox::srv
                    ::Pause >
 smacc2::client_behaviors
 ::CbServiceCall< slam_toolbox
         ::srv::Pause >
      resultFuture_
      result_
    pollRate_
  #
      client_
  #
      serviceName_
  #
      request_
      CbServiceCall()
      CbServiceCall()
      onEntry()
  #
      onServiceResponse()
```

cl\_nav2z::CbPauseSlam

CbPauseSlam()

slam\_

onEntry()

#

+

cl\_nav2z::CbResumeSlam

CbResumeSlam()

slam\_

onEntry()

+

+

smacc2::ISmaccClientBehavior