```
smacc2::ISmaccClient
  # components
  - stateMachine_
  - orthogonal
  + ISmaccClient()
  + ~ISmaccClient()
  + onInitialize()
  + getName()
  + getComponent()
  + getComponent()
  + getComponent()
  + getType()
  + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
  + iterateComponents()
  + postEvent()
  + postEvent()
  # onOrthogonalAllocation()
  # createComponent()
  # createNamedComponent()
  # getNode()
  # getLogger()
  - initialize()

    setStateMachine()

  - setOrthogonal()
    cl moveit2z::ClMoveit2z
+ moveGroupClientInterface
+ planningSceneInterface
  postEventMotionExecution
  Succeded
  postEventMotionExecution
  Failed_
 onSucceded

    onFailed

 options
+ ClMoveit2z()
+ ClMoveit2z()
+ ~CIMoveit2z()
```

+ onInitialize()

Succeded()

Failed()

+ getOptions()

+ postEventMotionExecution

postEventMotionExecution

+ onMotionExecutionSuccedded()+ onMotionExecutionFailed()

+ onOrthogonalAllocation()