```
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::SmaccAsyncClient
               Behavior
   - onEntryThread
   - onExitŤhread

    postFinishEventFn

    postSuccessEventFn

   postFailureEventFn
   - onFinished
   - onSuccess_

    onFailure

   - isShutdownRequested
   + onOrthogonalAllocation()
     \simSmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   + requestForceFinish()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   # isShutdownRequested()
   - waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
                  Δ
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
propagateFailureEvent()
                  Δ
   cl nav2z::CbNavigateGlobal
               Position
   + goalYaw
    + options
   + goalPosition
   + CbNavigateGlobalPosition()
   + CbNavigateGlobalPosition()
    + setGoal()
   + onEntry()
   + onExit()
   + execute()
    - readStartPoseFromParameter
   Server()
```