```
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
   - onExitThread

    postFinishEventFn

    postSuccessEventFn

   postFailureEventFn
   - onFinished
   - onSuccess_
   - onFailure
   + on Orthogonal Allocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   - waitFutureIfNotFinished()
   - executeOnEntry()
   executeOnExit()
  _nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
propagateFailureEvent()
                   Δ
    cl_nav2z::CbNavigateGlobal
                Position
    + goalPosition
    + goalYaw
    + yawTolerance
    + yawToleranceY
    + goalChecker
    + CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
    + setGoal()
    + onEntry()
    + onExit()
    + execute()
    - readStartPoseFromParameter
    Server()
```