```
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_

    isShutdownRequested

    + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   #isShutdownRequested()
   - waitFutureIfNotĖinisheď()
   executeOnEntry()
   executeOnExit()
                    Δ
cl_nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()- propagateSuccessEvent()
- propagateFailureEvent()
                    Δ
    cl_nav2z::CbNavigateGlobal
                Position
    + goalPosition
    + goalYaw
    + yawTolerance
    + yawToleranceX
+ yawToleranceY
+ goalChecker_
    + CbNavigateGlobalPosition()
    + CbNavigateGlobalPosition()
    + setGoal()
    + onEntry()
    + onExit()
    + execute()
     readStartPoseFromParameter
    Server()
```