```
smacc2::ISmaccClientBehavior
    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()

  cl_moveit2z::CbMoveJoints
    + scalingFactor_
        jointValueTarget_
    +
    +
        group_
        movegroupClient
    #
       CbMoveJoints()
    +
        CbMoveJoints()
    +
    +
        onEntry()
        onExit()
    +
    #
        moveJoints()
```

+ ~CbMoveKnownState()

+ onEntry()

- loadJointStatesFromFile()