```
smacc2::ISmaccClientBehavior
- stateMachine

    currentState

 - currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
 + requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
#getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
#getNode()
#getLogger()
- onOrthogonalAllocation()
               Δ
smacc2::SmaccAsyncClient
            Behavior
- onEntryThread
- onExitThread
- postFinishEventFn
- postSuccessEventFn
- postFailureEventFn_
- onFinished

    onSuccess

- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
waitFutureIfNotFinished()
               Δ
                z::CbMoveBase
cl move base
      ClientBehaviorBase
# moveBaseClient
+ ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()
propagateSuccessEvent()
 - propagateFailureEvent()
 cl_move_
           base z::CbNavigate
           Backwards
 + backwardDistance
 + backwardSpeed
+ goalChecker_
+ listener
 + odomTracker
 + CbNavigateBackwards()
 + CbNavigateBackwards()
   onEntry()
 + onExit()
```