```
{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()
                ł
   {cl_move_group_interface
      ::CbMoveEndEffector
   + targetPose
   + tip_link
   + group
   # movegroupClient
   |+ CbMoveEndEffector()
   + CbMoveEndEffector()
   + onEntry()
   # moveToAbsolutePose()
```