```
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 nav2z::CbWaitPose
  # nav2zClient
    CbWaitPose()
  + CbWaitPose()
```

+ ~CbWaitPose()

+ onEntry()

+ onOrthogonalAllocation()