```
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::CbNav2ZClientBehaviorBase
 #
    nav2zClient
 #
    navigationCallback_
 #
    navigationResult_
    goalHandleFuture
 #
    ~CbNav2ZClientBehaviorBase()
 +
    onOrthogonalAllocation()
    sendGoal()
 #
 #
    cancelGoal()
    isOwnActionResponse()
 #
 #
    onNavigationResult()
 #
    onNavigationActionSuccess()
 #
    onNavigationActionAbort()
      cl nav2z::CbNavigateNext
              Waypoint
    # waypointsNavigator_
    # options
    # navigationCallback
    + CbNavigateNextWaypoint()
   + ~CbNavigateNextWaypoint()
    + onEntry()
    + onExit()
      cl nav2z::CbNavigateNext
       WaypointUntilReached
    goalWaypointName
    postEvGoalWaypointReached_
  + CbNavigateNextWaypointUntil
    Reached()
     ~CbNavigateNextWaypointUntil
    Reached()
  + onOrthogonalAllocation()
  + onEntry()
```

+ onExit()

+ onNavigationActionSuccess()