```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
onOrthogonalAllocation()
               Λ
smacc2::SmaccAsyncClient
            Behavior
- on Entry Thread
- on Exit Thread

    postFinishEventFn

    postSuccessEventFn_

postFailureEventFn_
- onFinished

    onSuccess

- onFailure
- isShutdownRequested
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
+ executeOnEntry()
+ executeOnExit()
+ waitOnEntryThread()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
#isShutdownRequested()
waitFutureIfNotFinished()
               Δ
                    interface
      _move_group_
      ::CbMoveEndEffector
   + targetPose
   + tip_
         link
   + group
   # movegroupClient
    + CbMoveEndEffector()
   + CbMoveEndEffector()
   + onEntry()
   # moveToAbsolutePose()
```