```
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::CbWaitTransform
  # tfBuffer
  # tfListener_
  # targetFrame
  # referenceFrame_
  # timeout_
  #
    result_
```

+ CbWaitTransform()+ ~CbWaitTransform()+ onOrthogonalAllocation()

+ onEntry()