```
smacc2::ISmaccClientBehavior
 -stateMachine
 currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
 + requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
# getNode()
#getLogger()
- onOrthogonalAllocation()
                 Δ
smacc2::SmaccAsyncClient
             Behavior
onEntryThread
- onExitThread
postFinishEventFn
- postSuccessEventFn
- postFailureEventFn_
onFinished_
- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
#dispose()
-waitFuturelfNotFinished()
cl_move_base_z::CbMoveBase
ClientBehaviorBase
# moveBaseClient
 + ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()
 propagateSuccessEvent()
 - propagateFailureEvent()
                 Δ
          base
cl move
                  z::CbNavigate
          GlobalPosition
+ goalPosition
+ goalYaw
+ yawTolerance
 + yawToleranceX
+ yawToleranceY
+ goalChecker
+ CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
+ setGoal()
+ onEntry()
+ onExit()
 + execute()
 readStartPoseFromParameter
Server()
```