```
smacc2::ISmaccClient
# components
 -stateMachine_
- orthogonal
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
#getNode()
# getLogger()
initialize()
- setStateMachine()
setOrthogonal()
             Δ
  smacc2::client
                  bases
    ::ISmaccActionClient
  # name
  + ISmaccActionClient()
  + ~ISmaccActionClient()
  + getNamespace()
  + cancelGoal()
  + getClientBase()
  + getName()
              Δ
smacc2::client_bases
::SmaccActionClientBase
       < ActionType >
+ lastRequest
+ goalHandle
+ onSucceeded
+ onAborted
+ onCancelled
+ postSuccessEvent
+ postAbortedEvent
+ postCancelledEvent
+ postFeedbackEvent
+ done_cb
+ feedback_cb
# client
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
```