```
smacc2::ISmaccClient
# components

    stateMachine

orthogonal_
+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
initialize()
setStateMachine()
- setOrthogonal()
             Δ
                   smacc2::client bases
                   ::SmaccServiceClient
                       < ServiceType >
                   + serviceName_
                   # client
                   # initialized
                   + SmaccServiceClient()
                   + onInitialize()
                    + call()
                        < std_srvs::srv::SetBool >
  smacc2::client_bases
  ::SmaccServiceClient
  < std_srvs::srv::SetBool >
  + serviceName
  # client
  # initialized_
  + SmaccServiceClient()
  + onInitialize()
  + call()
              Δ
   sm dance bot lite::
   cl_service3::ClService3
   + CIService3()
```