```
    stateMachine_

    currentState

    currentOrthogonal

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

    onEntryThread

    onExitThread

            - postFinishEventFn

    postSuccessEventFn_

            postFailureEventFn_
            onFinished_
            onSuccess_
            - onFailure_
            + onOrthogonalAllocation()
            + ~SmaccAsyncClientBehavior()
            + onSuccess()
            + onFinished()
            + onFailure()
            # postSuccessEvent()
            # postFailureEvent()
            # dispose()
            - waitFutureIfNotFinished()
            executeOnEntry()
            executeOnExit()
             smacc2::client_behaviors
             ::CbServiceCall< ServiceType >
             + result
             # client
             # serviceName_
             # request
             + CbServiceCall()
             + CbServiceCall()
             + onEntry()
             # onServiceResponse()
                             < slam_toolbox::srv
                                  ::Pause >
             smacc2::client_behaviors
             ::CbServiceCall< slam_toolbox
                      ::srv::Pause >
             + result_
             # client
             # serviceName_
             #request_
             + CbServiceCall()
             + CbServiceCall()
             + onEntry()
             # onServiceResponse()
cl nav2z::CbPauseSlam
                                cl_nav2z::CbResumeSlam
# slam
                                # slam
+ CbPauseSlam()
                                + CbResumeSlam()
+ onEntry()
                                + onEntry()
```

smacc2::ISmaccClientBehavior