```
smacc2::ISmaccClientBehavior
-stateMachine

    currentState

- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
#getLogger()
onOrthogonalAllocation()
               Δ
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()
               Δ
  cl nav2z::CbWaitTransform
  #tfBuffer
  #tfListener
  # targetFrame
  # referenceFrame
  # timeout
  # result
  + CbWaitTransform()
  + ~CbWaitTransform()
  + onOrthogonalAllocation()
  + onEntry()
```