```
smacc2::ISmaccClientBehavior
    stateMachine
    currentState
    currentOrthogonal
 + ISmaccClientBehavior()
    ~ISmaccClientBehavior()
    getStateMachine()
 + getName()
 + requiresClient()
    requiresComponent()
 +
 +
    onEntry()
 + onExit()
 + executeOnEntry()
   executeOnExit()
   runtimeConfigure()
 #
 # postEvent()
 # postEvent()
 #
    getCurrentState()
    dispose()
 #
 # getNode()
 # getLogger()
    onOrthogonalAllocation()
  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()

 cl_moveit2z::CbAttachObject
       targetObjectName
       CbAttachObject()
      CbAttachObject()
```

onEntry() onExit()