smacc2::ISmaccOrthogonal # clients - stateMachine - clientBehaviors + setStateMachine() + getStateMachine() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() + getNode() + getLogger() # onInitialize() # initializeClients() # assignClientToOrthogonal() smacc2::Orthogonal < TOrthogonal > + createClient() < OrService3 > smacc2::Orthogonal < OrService3 > + createClient() sm dance bot lite:: OrService3 + onInitialize()