```
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()