```
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()
   smacc2::client_behaviors
         ::CbSleepFor
          sleeptime
```

+ CbSleepFor()+ onEntry()+ onExit()