smacc2::ISmaccClientBehavior

- stateMachine_
- currentState
- currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- executeOnEntry()
- executeOnExit()
- onOrthogonalAllocation()

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smacc2::SmaccAsyncClient Behavior

- onEntryThread_
- onExitThread_
- postFinishEventFn_
- postSuccessEventFn_
- postFailureEventFn_
- onFinished_
- onSuccess_
- onFailure_

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
- executeOnEntry()
- executeOnExit()

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cl_move_base_z::CbMoveBase ClientBehaviorBase

moveBaseClient_

+ ~CbMoveBaseClientBehavior Base()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()

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cl_move_base_z::CbNavigate GlobalPosition

+ goalPosition
+ goalYaw
+ yawTolerance
+ yawToleranceX
+ yawToleranceY
+ goalChecker_

+ CbNavigateGlobalPosition()
+ CbNavigateGlobalPosition()
+ setGoal()
+ onEntry()
+ onExit()
+ execute()
- readStartPoseFromParameter Server()