```
smacc2::ISmaccClientBehavior
- stateMachine
currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
#getLogger()
executeOnEntry()
executeOnExit()
- onOrthogonalAÎlocation()
               Λ
smacc2::SmaccAsyncClient
           Behavior
onEntryThread
- onExitThread
postFinishEventFn
- postSuccessEventFn_
- postFailureEventFn

    onFinished

- onSuccess
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
-waitFutureIfNotFinished()
- executeOnEntry()
executeOnExit()
cl_move_base_z::CbMoveBase
      ClientBehaviorBase
# moveBaseClient
+ ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()

    propagateSuccessEvent()

propagateFailureEvent()
               Δ
 cl move base z::CbNavigate
         NextWaypoint
 + CbNavigateNextWaypoint()
 + ~CbNavigateNextWaypoint()
 + onEntry()
 + onExit()
```