```
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()
       nav2z::CbWaitPose
     cl
  # nav2zClient
   + CbWaitPose()
   + CbWaitPose()
   + ~CbWaitPose()
   + onOrthogonalAllocation()
   + onEntry()
```