```
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()

                    smacc2::client behaviors
                    ::CbServiceCall< ServiceType >
                          resultFuture_
                          result_
                      +
                          pollRate_
                      #
                          client_
                          serviceName_
                      #
                      #
                          request_
                          CbServiceCall()
                          CbServiceCall()
                      +
                          onEntry()
                      +
                      #
                          onServiceResponse()
                           < slam_toolbox::srv
                               ::Pause >
  smacc2::client_behaviors
  ::CbServiceCall< slam_toolbox
          ::srv::Pause >
       resultFuture_
       result_
       pollRate
   #
       client_
   #
       serviceName_
   #
       request_
       CbServiceCall()
       CbServiceCall()
   +
       onEntry()
   #
       onServiceResponse()
    cl_nav2z::CbResumeSlam
```

#

+

slam\_

onEntry()

CbResumeSlam()