```
smacc2::ISmaccClient
  # components

    stateMachine

    orthogonal

  + ISmaccClient()
  + ~ISmaccClient()
  + onInitialize()
  + getName()
  + getComponent()
  + getComponent()
  + getComponent()
  + getType()
  + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
  + postEvent()
  + postEvent()
  # onOrthogonalAllocation()
  # createComponent()
  # createNamedComponent()
  # getNode()
  # getLogger()
  initialize()
  setStateMachine()
  setOrthogonal()
cl move group interface
         ::ClMoveGroup

    + moveGroupClientInterface

+ planningSceneInterface

    postEventMotionExecution

Succeded

    postEventMotionExecution

Failed
- onSucceded
- onFailed

    options

+ CIMoveGroup()
+ CIMoveGroup()
+ ~ClMoveGroup()
+ onInitialize()
+ postEventMotionExecution
Succeded()
+ postEventMotionExecution
Failed()
+ onOrthogonalAllocation()
+ onMotionExecutionSuccedded()
+ onMotionExecutionFailed()
+ getOptions()
```