```
smacc2::ISmaccClientBehavior
  - stateMachine

    currentState

  - currentOrthogonal
  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # dispose()
  # getNode()
  # getLogger()
  - executeOnEntry()
  executeOnExit()
  - onOrthogonalAllocation()
 smacc2::SmaccAsyncClient
             Behavior

    onEntryThread

 - onExitThread

    postFinishEventFn

 postSuccessEventFn

    postFailureEventFn

    onFinished

 - onSuccess

    onFailure

 + onOrthogonalAllocation()
 + ~SmaccAsyncClientBehavior()
 + onSuccess()
 + onFinished()
 + onFailure()
 # postSuccessEvent()
 # postFailureEvent()
 # dispose()
 - waitFutureIfNotFinished()
 executeOnEntry()
 executeOnExit()
                 Δ
cl_move_base_z::CbWaitTransform
#tfBuffer
#tfListener_
# targetFrame
# referenceFrame
# timeout_
# result
+ CbWaitTransform()
+ ~CbWaitTransform()
+ onOrthogonalAllocation()
+ onEntry()
```