```
smacc2::ISmaccClientBehavior
- stateMachine

    currentState

    currentOrthogonal

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

    onEntryThread

- on Exit Thread
- postFinishEventFn

    postSuccessEventFn

postFailureEventFn_
onFinished_
onSuccess_
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
executeOnEntry()
executeOnExit()
                      smacc2::client_behaviors
                      ::CbServiceCall< ServiceType >
                      + result
                      # client
                      # serviceName_
                      # request_
                      + CbServiceCall()
                      + CbServiceCall()
                      + onEntry()
                      # onServiceResponse()
                             < slam_toolbox::srv
                                  ::Pause >
  smacc2::client_behaviors
  ::CbServiceCall< slam_toolbox
          ::srv::Pause >
  + result_
  # client
  # serviceName_
  # request_
  + CbServiceCall()
  + CbServiceCall()
  + onEntry()
  # onServiceResponse()
 cl_move_base_z::CbPauseSlam
 # slam
 + CbPauseSlam()
 + onEntry()
```