```
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()

   cl_moveit2z::CbMoveJoints
     + scalingFactor_
         jointValueTarget_
     +
     +
         group_
         movegroupClient_
     #
     +
         CbMoveJoints()
     +
         CbMoveJoints()
         onEntry()
     +
         onExit()
     +
     #
         moveJoints()
cl_moveit2z::CbMoveLastTrajectory
            InitialState
    backIndex_
    CbMoveLastTrajectoryInitial
 +
    State()
    CbMoveLastTrajectoryInitial
    State()
    ~CbMoveLastTrajectoryInitial
```

State() onEntry()