```
smacc2::ISmaccClientBehavior
 - stateMachine
  currentState
 - currentOrthogonal
 + ISmaccClientBehavior()
 + ~ISmaccClientBehavior()
 + getStateMachine()
 + getName()
 + requiresClient()
 + requiresComponent()
 + onEntry()
 + onExit()
 + executeOnEntry()
 + executeOnExit()
 # runtimeConfigure()
 # postEvent()
 # postEvent()
 # getCurrentState()
 # dispose()
 # getNode()
 # getLogger()
 - onOrthogonalAllocation()
                Δ
 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()
                Λ
sm dance
           _bot_warehouse
 3::cl_nav2zclient::CbPureSpinning
+ yaw_goal_tolerance
_rads
- targetYaw
 goalReached
   betta
- max_angular_yaw_speed
cmd_vel_pub
+ CbPureSpinning()
+ updateParameters()
+ onEntry()
+ onExit()
```