```
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::CbDetachObject
```

onEntry()
onExit()