```
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
onExitThread

    postFinishEventFn

- postSuccessEventFn
postFailureEventFn
onFinished
- onSuccess
- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
executeOnEntry()
- executeOnExit()
               Λ
cl_move_base_z::CbMoveBase
      ClientBehaviorBase
# moveBaseClient
+ ~CbMoveBaseClientBehavior
Base()
+ onOrthogonalAllocation()
propagateSuccessEvent()
propagateFailureEvent()
               Δ
  cl move base z::CbRotate
  + rotateDegree
  + goalChecker
    spinningPlanner
  - listener
  + CbRotate()
  + CbRotate()
  + onEntry()
```