```
smacc2::ISmaccClient
# components

    stateMachine

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# aetNode()
# getLogger()
initialize()
setStateMachine()
setOrthogonal()
```

cl_move_group_interface ::ClMoveGroup

+ moveGroupClientInterface + planningSceneInterface - postEventMotionExecution Succeded

- postEventMotionExecutionFailed____- onSucceded

- onFailed_

+ CIMoveGroup() + ~CIMoveGroup()

+ postEventMotionExecution

Succeded() + postEventMotionExecution

Failed()

+ onOrthogonalAllocation()

+ onMotionExecutionSuccedded()+ onMotionExecutionFailed()