```
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
- on Entry Thread
onExitThread

    postFinishEventFn

- postSuccessEventFn
postFailureEventFn_

    onFinished

- onSuccess
- onFailure

    isShutdownRequested

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
+ requestForceFinish()
# postSuccessEvent()
# postFailureEvent()
# dispose()
#isShutdownRequested()
- waitFutureIfNotFinished()
executeOnEntry()
executeOnExit()
   cl move group interface
      ::CbMoveEndEffector
   + targetPose
   + tip_link
   + group
   # movegroupClient
   + CbMoveEndEffector()
   + CbMoveEndEffector()
   + onEntry()
   # moveToAbsolutePose()
```