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