```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
#getNode()
#getLogger()
- onOrthogonalAllocation()
               Д
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()
                      smacc2::client_behaviors
                      ::CbServiceCall< ServiceType >
                      + result
                      # client
                      # serviceName_
                      # request_
                      + CbServiceCall()
                      + CbServiceCall()
                      + onEntry()
                      # onServiceResponse()
                             < slam_toolbox::srv
                                  ::Pause >
  smacc2::client_behaviors
  ::CbServiceCall< slam_toolbox
          ::srv::Pause >
  + result
  # client
  # serviceName_
  # request_
  + CbServiceCall()
  + CbServiceCall()
  + onEntry()
  # onServiceResponse()
                Δ
     cl_nav2z::CbPauseSlam
     # slam
     + CbPauseSlam()
     + onEntry()
```