## smacc2::ISmaccClientBehavior

- stateMachine_
- currentState
- currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- executeOnEntry()
- executeOnExit()
- onOrthogonalAllocation()

## smacc2::SmaccAsyncClient Behavior

- onEntryThread_
- onExitThread_
- postFinishEventFn_
- postSuccessEventFn_
- postFailureEventFn_
- onFinished_
- onSuccess_
- onFailure_

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
- executeOnEntry()
- executeOnExit()

## cl_move_base_z::CbMoveBase ClientBehaviorBase

# moveBaseClient_

+ ~CbMoveBaseClientBehavior Base()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()

## cl_move_base_z::CbNavigate Forward

+ forwardDistance
+ forwardSpeed
+ forceInitialOrientation
+ goalChecker_
+ listener
+ odomTracker_

+ CbNavigateForward()
+ CbNavigateForward()
+ ~CbNavigateForward()
+ onEntry()
+ onExit()