```
smacc2::ISmaccClient
  # components

    stateMachine

  - orthogonal
  + ISmaccClient()
  + ~ISmaccClient()
  + onInitialize()
  + getName()
  + getComponent()
  + getComponent()
  + getComponent()
  + getType()
  + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
  + iterateComponents()
  + postEvent()
  + postEvent()
  # onOrthogonalAllocation()
  # createComponent()
  # createNamedComponent()
  # getNode()
  # getLogger()
  - initialize()

    setStateMachine()

    setOrthogonal()

    cl moveit2z::ClMoveit2z
+ moveGroupClientInterface

    planningSceneInterface

 postEventMotionExecution
  Succeded
  postEventMotionExecution
  Failed
 onSucceded
- onFailed
 options
+ ClMoveit2z()
+ CIMoveit2z()
+ ~CIMoveit2z()
+ onInitialize()
+ postEventMotionExecution
```

Succeded()

Failed()

+ getOptions()

postEventMotionExecution

+ onOrthogonalAllocation()

+ onMotionExecutionSuccedded()+ onMotionExecutionFailed()