```
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

- on Failure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# postSuccessEvent()
# postFailureEvent()
# dispose()
- waitFutureIfNotFinished()
executeOnEntry()
executeOnExit()
 cl move base z::CbWaitPose
 # moveBaseClient
 + CbWaitPose()
 + CbWaitPose()
 + ~CbWaitPose()
 + onOrthogonalAllocation()
 + onEntry()
```