```
smacc2::ISmaccClientBehavior
    stateMachine
    currentState
   currentOrthogonal
    ISmaccClientBehavior()
 + ~ISmaccClientBehavior()
 + getStateMachine()
   getName()
 + requiresClient()
 + requiresComponent()
    onEntry()
 +
 + onExit()
 + executeOnEntry()
    executeOnExit()
 # runtimeConfigure()
 # postEvent()
 # postEvent()
 # getCurrentState()
 # dispose()
 # getNode()
 # getLogger()
   onOrthogonalAllocation()
  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()
 cl_moveit2z::CbDetachObject
```

onEntry()
onExit()