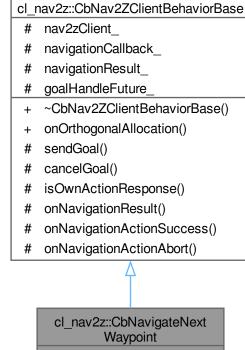
smacc2::ISmaccClientBehavior stateMachine currentState currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() getName() + requiresClient() + requiresComponent() + onEntry() onExit() + executeOnEntry() + executeOnExit() # runtimeConfigure() # postEvent() # postEvent() # 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()



waypointsNavigator_ # options_ # navigationCallback_ + CbNavigateNextWaypoint() + ~CbNavigateNextWaypoint() + onEntry() + onExit() cl_nav2z::CbNavigateNext

Waypoint + waypointsNavigator_ + waypointname_

- + CbNavigateNamedWaypoint()
- + ~CbNavigateNamedWaypoint()
- + onEntry() + onExit()

WaypointUntilReached

- cl_nav2z::CbNavigateNamed goalWaypointName_
 - postEvGoalWaypointReached_
 - + CbNavigateNextWaypointUntil Reached()
 - + ~CbNavigateNextWaypointUntil Reached()
 - + onOrthogonalAllocation()
 - + onEntry()
 - + onExit()

+ onNavigationActionSuccess()