## smacc::ISmaccClientBehavior stateMachine currentState currentOrthogonal + ISmaccClientBehavior() + ~ISmaccClientBehavior() + getStateMachine() + getName() + requiresClient() + requiresComponent() + aetNode() # runtimeConfigure() # onEntry() # onExit() # postEvent() # postEvent() # getCurrentState() # executeOnEntrv() # executeOnExit() # dispose() - on Orthogonal Allocation() smacc::SmaccClientBehavior + onEntry() + onExit() sm starcraft ai::cl subscriber::CbWatchdogSubscriber Behavior + onEntry()