```
smacc::ISmaccClientBehavior
- stateMachine

    currentState

- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ getNode()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
- onOrthogonalAllocation()
              Δ
smacc::SmaccClientBehavior
+ onEntry()
+ onExit()
              Д
                     cl_multirole_sensor
                     ::CbDefaultMultiRoleSensor
                        Behavior< ClientType >
                     + sensor
                     + deferedEventPropagation

    + CbDefaultMultiRoleSensor

                     Behavior()
                     + onOrthogonalAllocation()
                     + propagateEvent()
                     + propagateEventŽ()
                     + onEntry()
                     + onExit()
                     + onMessageCallback()
                     + getEventLabel()
                          < CILidarSensor >
    multirole sensor
  ::CbDefaultMultiRoleSensor
  Behavior< ClLidarSensor >
  + sensor
 + deferedEventPropagation
  + CbDefaultMultiRoleSensor
 Behavior()
  + onOrthogonalAllocation()
  + propagateEvent()
 + propagateEvent2()
+ onEntry()
  + onExit()
  + onMessageCallback()
  + getEventLabel()
               _bot::cl_lidar
    sm_dance_
        ::CbLidarSensor
    + CbLidarSensor()
    + onEntry()
```

+ onMessageCallback()