```
# components
      stateMachine_

    orthogonal

      + ISmaccClient()
      + ~ISmaccClient()
      + initialize()
      + getName()
      + postEvent()
      + postEvent()
      + getComponent()
      + getComponent()
      + getType()
+ getStateMachine()
      + connectSignal()
      + requiresClient()
      + getComponents()
      # onOrthogonalAllocation()
      # createComponent()
      # createNamedComponent()
      # setStateMachine()
      # setOrthogonal()
                  Д
       smacc::client_bases
         ::ISmaccActionClient
       # name
       + ISmaccActionClient()
       + ~ISmaccActionClient()
       + getNamespace()
       + cancelGoal()
        + getState()
     smacc::client_bases
     ::SmaccActionClientBase
            < ActionType >
     + name
     + onSucceeded
     + onAborted
     + onPreempted
     + onRejected_
     + postSuccessEvent
     + postAbortedEvent
     + postPreemptedEvent
     + postRejectedEvent
     + postFeedbackEvent
     + done_cb
     + active_cb
     + feedback_cb
     # client
     + ACTION_DEFINITION()
     + SmaccActionClientBase()
     + SmaccActionClientBase()
     + ~SmaccActionClientBase()
     + initialize()
     + postResultEvent()
     + onOrthogonalAllocation()
     + onSucceeded()
     + onSucceeded()
     + onAborted()
     + onAborted()
     + onPreempted()
     + onPreempted()
     + onRejected()
     + onRejected()
     + cancelGoal()
     + getState()
     + sendGoal()
     + getEventLabel()
     # onFeedback()
     # onResult()
                    < move_base_msgs::MoveBase</p>
                               Action >
smacc::client bases
::SmaccActionClientBase
< move_base_msgs::MoveBaseAction >
+ name_
+ onSucceeded_
+ onAborted_
+ onPreempted_
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done cb
+ active_cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
```

smacc::ISmaccClient

cl\_move\_base\_z::ClMoveBaseZ + ClMoveBaseZ()

+ ~ClMoveBaseZ()

+ initialize()
+ getName()

Δ

+ onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()