```
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()
                       _multirole_sensor
                     ::CbDefaultMultiRoleSensor
                        Behavior< ClientType >
                     + sensor
                     + deferedEventPropagation

    CbDefaultMultiRoleSensor

                     Behavior()
                     + onOrthogonalAllocation()
                     + propagateEvent()
                     + propagateEvent2()
                      + onEntry()
                     + onExit()
                      + onMessageCallback()
                      + getEventLabel()
                            < sm_dance_bot_strikes
                           back::cl lidar::ClLidarSensor >
cl_multirole_sensor
::CbDefaultMultiRoleSensor
Behavior< sm_dance_bot_strikes
 _back::cl_lidar::ClLidarSensor>
+ sensor
+ deferedEventPropagation

    + CbDefaultMultiRoleSensor

+ onOrthogonalAllocation()
+ propagateEvent()
+ propagateEvent2()
+ onEntry()
+ onExit()
+ onMessageCallback()
+ getEventLabel()
 sm_dance_bot_strikes
  _back::cl_lidar::CbLidarSensor
 + CbLidarSensor()
 + onEntry()
 + onMessageCallback()
```