```
smacc::ISmaccClientBehavior
  - stateMachine

    currentState

    currentOrthogonal

   + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
   + getName()
  + requiresClient()
  + requiresComponent()
  + getNode()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
   onOrthogonalAllocation()
                 Δ
smacc::SmaccAsyncClientBehavior
onEntryThread_
onExitThread_
- postFinishEventFn
- postSuccessEventFn

    postFailureEventFn

- onFinished

    onSuccess

- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
                 Δ
  cl_move_base_z::CbMoveBase
        ClientBehaviorBase
  # moveBaseClient
  # visualizationMarkersPub_
  + onOrthogonalAllocation()
- propagateSuccessEvent()
  propagateFailureEvent()
                 Δ
   cl move
            base_z::CbNavigate
            -
Backwards
   + backwardDistance
   + backwardSpeed
   + listener
   + odomTracker
   + CbNavigateBackwards()
   + CbNavigateBackwards()
   + onEntry()
   + onExit()
```