smacc::ISmaccOrthogonal # clients stateMachine - clientBehaviors + setStateMachine() + getStateMachine() + addClientBehavior() + runtimeConfigure() + onEntry() + onExit() + getName() + requiresComponent() + requiresClient() + getClients() + getClientBehaviors() + setGlobalSMData() + getGlobalSMData() + getClientBehavior() # onInitialize() # assignClientToOrthogonal() smacc::Orthogonal< TOrthogonal > + createClient() < OrObstaclePerception > smacc::Orthogonal< OrObstaclePerception > + createClient() sm dance bot strikes back::OrObstaclePerception + onInitialize()