```
{smacc::ISmaccClientBehavior
                                                     - stateMachine_

    currentState

                                                    - currentOrthogonal
                                                    |+ ISmaccClientBehavior()
                                                    + ~ISmaccClientBehavior()
                                                    + getStateMachine()
                                                    + getName()
                                                    + requiresClient()
                                                    + requiresComponent()
                                                    + getNode()
                                                    # runtimeConfigure()
                                                    # onEntry()
# onExit()
                                                    # postEvent()
                                                    # postEvent()
                                                    # getCurrentState()
                                                    # executeOnEntry()
                                                    # executeOnExit()
                                                    # dispose()
                                                    - on Orthogonal Allocation()
                                                  {smacc::SmaccAsyncClientBehavior
                                                 - onEntryThread
                                                  onExitThread_
                                                  - postFinishEventFn_
                                                  - postSuccessEventFn
                                                  postFailureEventFn_
                                                                                              {smacc::ISmaccUpdatable
                                                  - onFinished
                                                                                              - periodDuration_
                                                  - onSuccess
                                                                                              - lastUpdate
                                                  - onFailure
                                                                                             |+ ISmaccUpdatable()
                                                 |+ onOrthogonalAllocation()
                                                                                              + ISmaccUpdatable()
                                                  + ~SmaccAsyncClientBehavior()
                                                                                              + executeUpdate()
                                                  + onSuccess()
                                                                                              + setUpdatePeriod()
                                                  + onFinished()
                                                                                             # update()
                                                 + onFailure()
                                                 # executeOnEntry()
                                                 # executeOnExit()
                                                  # postSuccessEvent()
                                                 # postFailureEvent()
                                                 # dispose()
                                                                       {cl_move_group_interface
                                                                        ::CbMoveEndEffectorTrajectory
                                                                       + group_
                                                                       + tipLink
                                                                      + allowInitialTrajectoryState
JointDiscontinuity_
                                                                      # endEffectorTrajectory_
                                                                      # movegroupClient
                                                                      # beahiorMarkers_
                                                                       - markersPub_
                                                                       - markersInitialized
                                                                       - iksrv_
                                                                       - m_mutex_
                                                                       - postJointDiscontinuityEvent
                                                                       - postIncorrectInitialState
                                                                      Event
                                                                      - postMotionExecutionFailure
Events
                                                                       - autocleanmarkers
                                                                       |+ CbMoveEndEffectorTrajectory()
                                                                       + CbMoveEndEffectorTrajectory()
                                                                      + onOrthogonalAllocation()
                                                                      + onEntry()
                                                                       + onExit()
                                                                       + update()
                                                                      # computeJointSpaceTrajectory()
                                                                       # executeJointSpaceTrajectory()
                                                                      # generateTrajectory()
                                                                       # createMarkers()
                                                                      # getCurrentEndEffectorPose()
                                                                       - initializeROS()
                                    {cl_move_group_interface
{cl_move_group_interface
                                     ::CbCircularPouringMotion
  ::CbCircularPivotMotion
                                    |+ angularSpeed rad s
|+ angularSpeed_rad_s_
                                    + linearSpeed_m_s_
                                                                                                                                                    {cl_move_group_interface
+ linearSpeed_m_s_
                                                                                                              {cl_move_group_interface
                                    + directionVector_
+ pointerRelativePose_
                                                                                                                                                      ::CbUndoLastTrajectory
+ relativeInitialPose
                                                                                                               ::CbMoveCartesianRelative2
                                                                        {cl_move_group_interface
                                                                                                                                                     |- backIndex
# planePivotPose
                                                                                                              |+ offset
                                    # relativePivotPoint_
                                                                          ::CbExecuteLastTrajectory
                                                                                                                                                     - trajectory
# deltaRadians_
                                                                                                              + linearSpeed_m_s_
                                    # deltaHeight
                                                                        ||+ CbExecuteLastTrajectory()
                                                                                                                                                     - reversed
|+ CbCircularPivotMotion()

    globalFrame

                                    # pointerTrajectory_
                                                                                                                                                    |+ CbUndoLastTrajectory()
                                                                        + ~CbExecuteLastTrajectory()
+ CbCircularPivotMotion()
                                                                                                              |+ CbMoveCartesianRelative2()
                                    - globalFrame
                                                                        + onEntry()
                                                                                                                                                    + CbUndoLastTrajectory()
                                                                                                              + CbMoveCartesianRelative2()
+ CbCircularPivotMotion()
                                                                                                                                                    + ~CbUndoLastTrajectory()
                                    |+ CbCircularPouringMotion()
+ generateTrajectory()
                                                                                                              + generateTrajectory()
                                    + generateTrajectory()
                                                                                                                                                    + onEntry()
+ createMarkers()
                                    + createMarkers()
- computeCurrentEndEffector
                                    - computeCurrentEndEffector
PoseRelativeToPivot()
                                    PoseRelativeToPivot()
                                                 }
 {cl_move_group_interface
   ::CbEndEffectorRotate
 ||+ CbEndEffectorRotate()
 + ~CbEndEffectorRotate()
 + onEntry()
```