```
smacc::ISmaccClientBehavior
   - stateMachine
  - currentState
  - currentOrthogonal
  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  + getNode()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  - onOrthogonalAllocation()
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()
    cl_move_base_z::CbRotate
    + listener

    rotateDegree

    + CbRotate()
    + CbRotate()
    + onEntry()
```