```
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
- on Entry Thread
- onExitThread
- postFinishEventFn
- postSuccessEventFn
postFailureEventFn

    onFinished

- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
       _move_group_interface
       ::CbMoveEndEffector

    + targetPose

     + tip_link_
     + group
     # movegroupClient
     + CbMoveEndEffector()
     + CbMoveEndEffector()
     + onEntry()
     # moveToAbsolutePose()
```