```
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
          base
 cl_move_
                 z::CbNavigate
          + goalPosition
 + goalYaw
 + CbNavigateGlobalPosition()
 + CbNavigateGlobalPosition()
 + setGoal()
 + onEntry()
 + execute()
  - readStartPoseFromParameter
 Server()
  + onExit()
```