```
object
aml_robot.mujoco.push
 world.push world.PushWorld
   init ()
+ step()
+ get_screen_point2()
+ get_point()
+ get_screen_point()
+ reset box()
+ get_box_state()
+ get_vertices()
+ generate random push()
+ to vec()
+ save_screen()
+ add_sample()
+ update()
+ apply_push()
```

+ save samples()