```
object
aml robot.bullet.bullet
     robot.BulletRobot
     init
          ()
+ configure_default_pos()
+ configure_camera()
+ get image()
+ enable_force_torque
_sensors()
+ disable force torque
 sensors()
+ get_joint_details()
+ get state()
+ get_ee_velocity()
+ get_ee_velocity_from
 bullet()
+ get_base_vel()
+ get_time_in_seconds()
+ get movable joints()
+ get_ee_pose()
+ get_link_pose()
+ get_link_velocity()
+ get_base_pos_ori()
+ get contact points()
+ set default pos ori()
+ set_pos_ori()
+ get_jnt_state()
+ set int state()
+ move_using_pos_control()
+ apply external force()
+ apply_external_torque()
+ set_joint_velocities()
+ set joint torques()
+ get inertia matrix()
aml_playground.push
 box.push_worlds.bullet.push
       world.BoxObject
    init ()
```

+ get\_effect()