

aml\_playground.manipulation.manipulation  
\_ctrlr2.ManCntrlr

- + \_\_init\_\_()
- + compute\_B\_matrix()
- + compute\_contact\_points\_traj()
- + manipulate\_from\_obj\_traj()
- + compute\_ik\_solutions()
- + compute\_grasp\_quality()
- + get\_curr\_contact\_points()
- + get\_curr\_joint\_positions()
- + manipulate()
- + compute\_grasp\_map()
- + compute\_optimal\_contact\_forces()
- + compute\_hybrid\_solutions()
- + find\_error()
- + reached\_goal()
- + run()