

aml\_playground.manipulation.collect  
\_man\_data.CollectManData

- + \_\_init\_\_()
- + discretize\_obj\_surface()
- + load\_surface\_points  
\_object()
- + collect\_data()
- + get\_reaction\_force()
- + transform\_demo\_device  
\_to\_bullet()
- + calibration()
- + move\_in\_ts()
- + move\_in\_js()
- + run()