```
rum::ParticleContactGenerator
+ ~ParticleContactGenerator()
+ AddContact()
# ParticleContactGenerator()
      rum::ParticleLink
      # m particles
      + AddContact()
      + setParticles()
      # currentLength()
      rum::ParticleCable
      # m maxLength
      # m restitution
      + ParticleCable()
      + ~ParticleCable()
      + AddContact()
      + SetMaxLength()
      + SetRestitution()
```