```
r3··ParticleContactGenerator
+ ~ParticleContactGenerator()
+ addContact()
# ParticleContactGenerator()
       r3::ParticleLink
      # m particles
      + ~ParticleLink()
      + setParticles()
      + getFirst()
      + getSecond()
      # ParticleLink()
      # currentLength()
     r3::ParticleCollision
   # m restitution
   # m distance
   # m penetration
   # m callback
   + ParticleCollision()
   + ~ParticleCollision()
   + addContact()
   + setCollisionCallback()
```