```
r3··ParticleContactGenerator
+ ~ParticleContactGenerator()
+ addContact()
# ParticleContactGenerator()
       r3::ParticleLink
      # m particles
      + ~ParticleLink()
      + setParticles()
      # ParticleLink()
      # currentLength()
      r3::ParticleCable
     # m maxLength
     # m restitution
      + ParticleCable()
      + ~ParticleCable()
     + addContact()
     + setMaxLength()
      + setRestitution()
```