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