```
r3::INarrowPhaseAlgorithm
+ ~INarrowPhaseAlgorithm()
+ generateContactData()
# INarrowPhaseAlgorithm()
```

```
r3::IPlaneBoxCollisionAlgorithm
```

+ ~IPlaneBoxCollisionAlgorithm()

+ generateContactData() # IPlaneBoxCollisionAlgorithm() # generateContactDataImpl()