```
r3::ParticleContactGenerator
+ ~ParticleContactGenerator()
+ addContact()
# ParticleContactGenerator()
       r3::ParticleLink
      # m particles
      + ~ParticleLink()
      + setParticles()
      + getFirst()
      + getSecond()
      # ParticleLink()
      # currentLenath()
      r3::ParticleCable
      #m maxLength
      # m restitution
      + ParticleCable()
      + ~ParticleCable()
      + addContact()
      + setMaxLength()
      + setRestitution()
```