r3::ParticleContactGenerator + ~ParticleContactGenerator() + addContact() # ParticleContactGenerator() r3::ParticleLink # m particles + ~ParticleLink() + setParticles() + getFirst() + getSecond() # ParticleLink() # currentLength() r3::ParticleCollision r3::ParticleCable r3::ParticleRod # m restitution # m maxLength # m distance # m restitution # m length # m penetration # m callback + ParticleCable() + ParticleRod() + ~ParticleCable() + ~ParticleRod() + ParticleCollision() + addContact() + addContact() + ~ParticleCollision() + setMaxLength() + setLength() + addContact() + setRestitution() + setCollisionCallback()