```
r3::IParticleForceGenerator
+ ~IParticleForceGenerator()
+ updateForce()
# IParticleForceGenerator()
     r3::ParticleGravity
    # m gravity
    + ParticleGravity()
    + ~ParticleGravity()
    + updateForce()
```

+ getGravity()
+ setGravity()