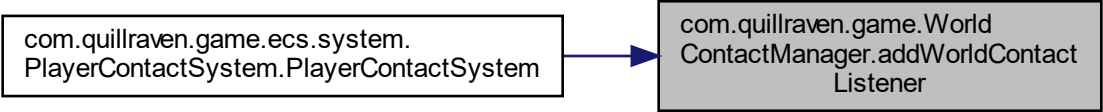


com.quillraven.game.ecs.system.  
PlayerContactSystem.PlayerContactSystem



```
graph LR; A[com.quillraven.game.ecs.system.  
PlayerContactSystem.PlayerContactSystem] --> B[com.quillraven.game.World  
ContactManager.addWorldContact  
Listener];
```

A diagram showing a call from the `PlayerContactSystem` to the `addWorldContactListener` method. The call originates from a white box on the left and points via a blue arrow to a gray box on the right.

com.quillraven.game.World  
ContactManager.addWorldContact  
Listener