

ObjCryst::RefinableObj

```
graph BT; Atom[ObjCryst::Atom] --> Scatterer[ObjCryst::Scatterer]; Scatterer --> RefinableObj[ObjCryst::RefinableObj]; style RefinableObj stroke-dasharray: 5 5;
```

ObjCryst::Scatterer

ObjCryst::Atom