

ObjCryst::ZScatterer
::SetUseGlobalScatteringPower



```
graph LR; A[ObjCryst::ZScatterer::SetUseGlobalScatteringPower] --> B[ObjCryst::ScatteringComponentList::Reset];
```

A diagram showing a call from the `ObjCryst::ZScatterer::SetUseGlobalScatteringPower` method to the `ObjCryst::ScatteringComponentList::Reset` method. The source method is in a grey box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

ObjCryst::ScatteringComponent
List::Reset