

ObjCryst::RefinableObj

```
graph BT; A[ObjCryst::PowderPatternBackground] --> C[ObjCryst::PowderPatternComponent]; B[ObjCryst::PowderPatternDiffraction] --> C; C --> D[ObjCryst::RefinableObj];
```

ObjCryst::PowderPatternComponent

ObjCryst::PowderPatternBackground

ObjCryst::PowderPatternDiffraction