

APT_Multi3DActor::GetMulti
MeshAndMultiVolumeFromJSONResponseBody

APT_Multi3DActor::GetMulti
MeshFromJSONResponseBody

APT_Multi3DActor::Convert
JSONResponseBodyToMultiMesh

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graph LR; A[APT_Multi3DActor::GetMultiMeshAndMultiVolumeFromJSONResponseBody] --> C[APT_Multi3DActor::ConvertJSONResponseBodyToMultiMesh]; B[APT_Multi3DActor::GetMultiMeshFromJSONResponseBody] --> C;
```

The diagram illustrates a dependency or reuse relationship. Two source methods, 'APT_Multi3DActor::GetMultiMeshAndMultiVolumeFromJSONResponseBody' and 'APT_Multi3DActor::GetMultiMeshFromJSONResponseBody', are shown in white boxes on the left. Blue arrows point from each of these source boxes to a single target box on the right, 'APT_Multi3DActor::ConvertJSONResponseBodyToMultiMesh', which is shaded gray. This indicates that both source methods utilize the logic provided by the target method.