UPT JSONConverter:: APT_Single3DActor:: ConvertJSONResponseBodyToColor SetVertexColorArrayFromJSONResponseBody Array UPT JSONConverter:: ConvertJSONResponseBodyToDouble Array APT Multi3DActor::Convert JSONResponseBodyToMultiMesh UPT_JSONConverter:: APT Multi3DActor::GetMulti ConvertJSONResponseBodyToString MeshFromJSONResponseBody Array APT_Multi3DActor::Convert APT_Multi3DActor::GetMulti MeshAndMultiVolumeFromJSONResponseBody JSONResponseBodyToMultiVolume APT_Multi3DActor::GetMulti APT_Multi3DActor::Convert VolumeFromJSONResponseBody JSONResponseBodyToTetraArray UPT_JSONConverter:: APT Single3DActor:: ConvertJSONResponseBodyToVector SetVertexArrayFromJSONResponseBody Array UPT JSONConverter:: ConvertJSONResponseBodyToTetra Array APT Single3DActor:: UPT_HTTPComponent:: ConvertJSONResponseBodyToVolume GetResponseObject **UPT JSONConverter::** ConvertJSONResponseBodyToInteger Array UPT_JSONConverter:: ConvertJSONResponseBodyToVector APT_Single3DActor:: ConvertJSONResponseBodyToMesh UPT JSONConverter:: ConvertJSONResponseBodyToTriangle IndexArray **UPT** SimulationComponent ::GetSimulationDataFromJSONResponseBody **UManageServerWidget** ::ProcessReachedResponseData APT ElectrodeAreaActor ::ProcessResponseData **UManageServerWidget** ::ProcessRunResponseData APT_ElectrodeAreaActor ::ProcessValidationResponseData