

APT_Single3DActor::
ConvertJSONResponseBodyToMesh

APT_Single3DActor::
ConvertJSONResponseBodyToVolume

APT_Single3DActor::
InitWhiteVertexColor

```
graph LR; A[APT_Single3DActor::ConvertJSONResponseBodyToMesh] --> C[APT_Single3DActor::InitWhiteVertexColor]; B[APT_Single3DActor::ConvertJSONResponseBodyToVolume] --> C;
```

The diagram illustrates a dependency or inheritance relationship. Two source methods, 'APT_Single3DActor::ConvertJSONResponseBodyToMesh' and 'APT_Single3DActor::ConvertJSONResponseBodyToVolume', are shown in white boxes on the left. Two blue arrows point from these source methods to a target method, 'APT_Single3DActor::InitWhiteVertexColor', which is shown in a gray box on the right.