



## Profile Summary

Generated 08-Nov-2017 23:19:48 using performance time.

Function Name	Calls	Total Time	Self Time*	Total Time Plot (dark band = self time)
<a href="#">Interpolation_linear</a>	1	4848.917 s	4580.227 s	
<a href="#">interp1</a>	336975	254.210 s	248.471 s	
<a href="#">interp1n</a>	22465	13.902 s	8.835 s	
<a href="#">interp1&gt;parseValuesV</a>	336975	3.353 s	3.353 s	
<a href="#">interp1&gt;parseinputs</a>	336975	2.386 s	2.386 s	
<a href="#">onCleanup&gt;onCleanup.onCleanup</a>	22470	1.482 s	1.482 s	
<a href="#">onCleanup&gt;onCleanup.delete</a>	22470	1.003 s	0.598 s	
<a href="#">polyfun/private/methodandextrapval</a>	22465	0.966 s	0.966 s	
<a href="#">polyfun/private/compactgridformat</a>	22465	0.765 s	0.765 s	
<a href="#">interp1n&gt;convertv</a>	22465	0.485 s	0.485 s	
<a href="#">interp1n&gt;@()warning(scopedWarnOff)</a>	22465	0.404 s	0.404 s	
<a href="#">polyfun/private/ndgridvectors</a>	22465	0.367 s	0.367 s	
<a href="#">legend</a>	1	0.301 s	0.008 s	
<a href="#">legend&gt;make_legend</a>	1	0.292 s	0.009 s	
<a href="#">Legend.Legend&gt;Legend.Legend</a>	1	0.163 s	0.017 s	
<a href="#">gini</a>	1	0.142 s	0.014 s	
<a href="#">Legend.doSetup</a>	1	0.121 s	0.008 s	
<a href="#">Legend.doMethod</a>	4	0.111 s	0.004 s	
<a href="#">title</a>	4	0.103 s	0.016 s	
<a href="#">Legend.doMethod&gt;set_contextmenu</a>	1	0.085 s	0.028 s	
<a href="#">...Manager&gt;AxesLayoutManager.doUpdate</a>	1	0.082 s	0.023 s	
<a href="#">area</a>	1	0.080 s	0.012 s	
<a href="#">Legend.Legend&gt;Legend.set.Axes</a>	1	0.066 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.Axes_l</a>	1	0.064 s	0.002 s	
<a href="#">graph2dhelper</a>	10	0.063 s	0.004 s	
<a href="#">Legend.Legend&gt;Legend.setAxesImpl</a>	1	0.062 s	0.002 s	
<a href="#">legendcolorbarlayout</a>	2	0.048 s	0.002 s	

<a href="#">scribe/private/createScribeUIMenuEntry</a>	9	0.043 s	0.009 s	
<a href="#">Legend.getPreferredSize</a>	1	0.037 s	0.001 s	
<a href="#">Area.Area&gt;Area.Area</a>	1	0.033 s	0.008 s	
<a href="#">...nager&gt;AxesLayoutManager.getManager</a>	2	0.028 s	0.003 s	
<a href="#">newplot</a>	4	0.026 s	0.010 s	
<a href="#">Legend.doMethod&gt;getsize</a>	1	0.022 s	0.003 s	
<a href="#">...&gt;AxesLayoutManager.insertAboveAxes</a>	1	0.018 s	0.007 s	
<a href="#">legend&gt;getAutoChildren</a>	1	0.018 s	0.001 s	
<a href="#">ctorHelper</a>	2	0.018 s	0.003 s	
<a href="#">Legend.doMethod&gt;getsizeinfo</a>	1	0.017 s	0.001 s	
<a href="#">...enuEntry&gt;localCreateLineWidthEntry</a>	1	0.017 s	0.001 s	
<a href="#">...anager&gt;AxesLayoutManager.addToTree</a>	1	0.017 s	0.003 s	
<a href="#">...ibeUIMenuEntry&gt;localCreateNumEntry</a>	1	0.017 s	0.010 s	
<a href="#">scribe/private/get_legendable_children</a>	1	0.017 s	0.003 s	
<a href="#">TAUCHEN</a>	1	0.016 s	0.007 s	
<a href="#">Legend.doMethod&gt;getStringSizes</a>	1	0.015 s	0.007 s	
<a href="#">newplot&gt;ObserveAxesNextPlot</a>	4	0.015 s	0.002 s	
<a href="#">Area.getXYZDataExtents</a>	5	0.014 s	0.005 s	
<a href="#">hggetbehavior</a>	1	0.014 s	0.001 s	
<a href="#">ismember</a>	4	0.014 s	0.002 s	
<a href="#">...esLayoutManager.updateInnerOuterLists</a>	1	0.014 s	0.005 s	
<a href="#">Legend.attachAxesListeners</a>	1	0.013 s	0.006 s	
<a href="#">hggetbehavior&gt;localGet</a>	1	0.013 s	0.003 s	
<a href="#">cla</a>	3	0.013 s	0.003 s	
<a href="#">updateFontProperties</a>	1	0.012 s	0.006 s	
<a href="#">num2str</a>	27	0.011 s	0.006 s	
<a href="#">ismember&gt;ismemberR2012a</a>	4	0.011 s	0.006 s	
<a href="#">Legend.Legend&gt;Legend.set.Location</a>	1	0.010 s	0.001 s	
<a href="#">...beUIMenuEntry&gt;localCreateEnumEntry</a>	3	0.009 s	0.009 s	
<a href="#">normcdf</a>	40	0.009 s	0.004 s	
<a href="#">scribe/private/expandLegendChildren</a>	1	0.009 s	0.009 s	

<a href="#">hgbehaviorfactory</a>	1	0.008 s	0.001 s	
<a href="#">legend&gt;set_children_and_strings</a>	1	0.008 s	0.003 s	
<a href="#">Legend.Legend&gt;Legend.set.Location_l</a>	1	0.008 s	0.002 s	
<a href="#">hgbehaviorfactory&gt;localCreate</a>	1	0.008 s	0.002 s	
<a href="#">graphics/private/clo</a>	3	0.007 s	0.007 s	
<a href="#">...r&gt;AxesLayoutManager.ValidateObject</a>	1	0.007 s	0.002 s	
<a href="#">parseplotapi</a>	1	0.007 s	0.002 s	
<a href="#">findall</a>	5	0.007 s	0.004 s	
<a href="#">Legend.Legend&gt;Legend.get.String</a>	2	0.007 s	0.000 s	
<a href="#">axis</a>	2	0.007 s	0.005 s	
<a href="#">Legend.Legend&gt;Legend.get.String_l</a>	2	0.007 s	0.001 s	
<a href="#">flipud</a>	8	0.006 s	0.003 s	
<a href="#">xlabel</a>	1	0.006 s	0.005 s	
<a href="#">...ry&gt;localCreateTextInterpreterEntry</a>	1	0.006 s	0.002 s	
<a href="#">legend&gt;process_inputs</a>	1	0.006 s	0.006 s	
<a href="#">ylabel</a>	1	0.006 s	0.005 s	
<a href="#">Legend.Legend&gt;Legend.getStringImpl</a>	2	0.006 s	0.003 s	
<a href="#">normcdf&gt;localnormcdf</a>	40	0.006 s	0.006 s	
<a href="#">ismember&gt;ismemberClassTypes</a>	4	0.006 s	0.006 s	
<a href="#">...r.AxesLayoutManager&gt;findTrueParent</a>	1	0.006 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.setLocationImpl</a>	1	0.005 s	0.002 s	
<a href="#">...tManager.removeInvalidLayoutListItems</a>	1	0.005 s	0.001 s	
<a href="#">xychk</a>	1	0.005 s	0.005 s	
<a href="#">Legend.Legend&gt;Legend.set.PlotChildren_l</a>	1	0.005 s	0.002 s	
<a href="#">...Legend&gt;Legend.set.AxesListenerList</a>	3	0.005 s	0.002 s	
<a href="#">...t;AxesLayoutManager.AxesLayoutManager</a>	1	0.005 s	0.001 s	
<a href="#">arraytolimits</a>	15	0.005 s	0.005 s	
<a href="#">Legend.setupBoxEdge</a>	1	0.005 s	0.004 s	
<a href="#">Area.doPostSetup</a>	1	0.005 s	0.001 s	
<a href="#">specgraph/private/areaHelper</a>	2	0.005 s	0.003 s	
<a href="#">usev6plotapi</a>	1	0.004 s	0.004 s	

<a href="#">hgbehaviorfactory&gt;localGetBehaviorInfo</a>	1	0.004 s	0.004 s	
<a href="#">hold</a>	1	0.004 s	0.003 s	
<a href="#">area&gt;parseargs</a>	1	0.004 s	0.001 s	
<a href="#">...nager&gt;AxesLayoutManager.findMethod</a>	4	0.004 s	0.004 s	
<a href="#">...Manager&gt;AxesLayoutManager.set.Axes</a>	1	0.004 s	0.001 s	
<a href="#">...er&gt;@(h,e)localReparentCB(h,e,hObj)</a>	2	0.004 s	0.001 s	
<a href="#">flip</a>	7	0.004 s	0.004 s	
<a href="#">Area.Area&gt;Area.set.FaceColor</a>	1	0.004 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.setLayoutPosition</a>	1	0.004 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.CCoords</a>	1	0.004 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.YCoords</a>	1	0.003 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.XCoords</a>	1	0.003 s	0.001 s	
<a href="#">scribe/private/islegendable</a>	5	0.003 s	0.002 s	
<a href="#">...Legend&gt;Legend.set.SelfListenerList</a>	1	0.003 s	0.001 s	
<a href="#">...gt;AxesLayoutManager.addAxesListeners</a>	1	0.003 s	0.003 s	
<a href="#">repmat</a>	1	0.003 s	0.003 s	
<a href="#">is2D</a>	1	0.003 s	0.003 s	
<a href="#">Legend.Legend&gt;Legend.set.Position_l</a>	1	0.003 s	0.001 s	
<a href="#">int2str</a>	25	0.003 s	0.003 s	
<a href="#">...ager.addAxesListeners /localReparentCB</a>	2	0.003 s	0.003 s	
<a href="#">specgraphhelper</a>	1	0.003 s	0.001 s	
<a href="#">preprocesextents</a>	5	0.003 s	0.003 s	
<a href="#">Legend.addToLayout</a>	1	0.003 s	0.002 s	
<a href="#">num2str&gt;handleNumericPrecision</a>	2	0.002 s	0.001 s	
<a href="#">...egend&gt;Legend.set.SelectionHandle_l</a>	1	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.get.PlotChildren_l</a>	5	0.002 s	0.001 s	
<a href="#">...Legend&gt;Legend.set.EntryContainer_l</a>	1	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.set.BoxEdge_l</a>	1	0.002 s	0.002 s	
<a href="#">...Legend&gt;Legend.get.AxesListenerList</a>	6	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.set.BoxFace_l</a>	1	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.set.DataSpace_l</a>	1	0.002 s	0.002 s	

<a href="#">Legend.Legend&gt;Legend.set.ColorSpace_I</a>	1	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.set.Camera_I</a>	1	0.002 s	0.002 s	
<a href="#">axescheck</a>	2	0.002 s	0.002 s	
<a href="#">Legend.doPostSetup</a>	1	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.setPlotChildrenImpl</a>	1	0.002 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.Face_I</a>	1	0.002 s	0.002 s	
<a href="#">...d&gt;Legend.set.DecorationContainer_I</a>	1	0.002 s	0.002 s	
<a href="#">Area.getColorAlphaDataExtents</a>	5	0.002 s	0.001 s	
<a href="#">graphics/private/claNotify</a>	3	0.002 s	0.002 s	
<a href="#">Area.Area&gt;Area.set.Edge_I</a>	1	0.002 s	0.002 s	
<a href="#">...eUIMenuEntry&gt;localCreateColorEntry</a>	2	0.002 s	0.002 s	
<a href="#">parseparams</a>	1	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.get.Units</a>	1	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.Color_I</a>	1	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.get.PlotChildren</a>	4	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.EdgeColor_I</a>	1	0.002 s	0.002 s	
<a href="#">num2str&gt;convertUsingRecycledSprintf</a>	2	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.get.Axes_I</a>	6	0.002 s	0.001 s	
<a href="#">...&gt;showHiddenHandlesToFindAllHandles</a>	5	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.set.version</a>	1	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.Interpreter</a>	5	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.Position_I</a>	2	0.002 s	0.001 s	
<a href="#">ishold</a>	4	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.set.TextColor_I</a>	1	0.002 s	0.001 s	
<a href="#">...nd&gt;Legend.set.AxesListenerListMode</a>	3	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.FontAngle_I</a>	1	0.002 s	0.001 s	
<a href="#">graph2d/private/labelcheck</a>	6	0.002 s	0.002 s	
<a href="#">Legend.Legend&gt;Legend.setPositionImpl</a>	1	0.002 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.Axes</a>	5	0.002 s	0.001 s	
<a href="#">grid</a>	1	0.001 s	0.001 s	
<a href="#">...ager&gt;AxesLayoutManager.addToLayout</a>	2	0.001 s	0.001 s	

<a href="#">Legend.Legend&gt;Legend.set.FontWeight_I</a>	1	0.001 s	0.001 s	
<a href="#">...UIMenuEntry&gt;localCreateActionEntry</a>	2	0.001 s	0.001 s	
<a href="#">...gend&gt;Legend.set.AxesListenerList_I</a>	3	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.FontName_I</a>	1	0.001 s	0.001 s	
<a href="#">specgraph/private/getRealData</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.FontSize_I</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.Units_I</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.CCoords_I</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.PositionCache</a>	1	0.001 s	0.001 s	
<a href="#">axis&gt;LocSetTight</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.FaceColor_I</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.FaceColorMode</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.YCoords_I</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.XCoords_I</a>	1	0.001 s	0.001 s	
<a href="#">...vate/areaHelper&gt;localComputeCoords</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.getPlotChildrenImpl</a>	5	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.doSetup</a>	1	0.001 s	0.001 s	
<a href="#">...nd&gt;Legend.set.SelfListenerListMode</a>	1	0.001 s	0.001 s	
<a href="#">...utManager&gt;AxesLayoutManager.is2Dim</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.AxesMode</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.LocationMode</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.CCoordsMode</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.XCoordsMode</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.YCoordsMode</a>	1	0.001 s	0.001 s	
<a href="#">linspace</a>	1	0.001 s	0.001 s	
<a href="#">newplot&gt;ObserveFigureNextPlot</a>	4	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.set.BaseArea</a>	1	0.001 s	0.001 s	
<a href="#">...&gt;PlotEditBehavior.PlotEditBehavior</a>	1	0.001 s	0.001 s	
<a href="#">hasbehavior</a>	5	0.001 s	0.001 s	
<a href="#">...beUIMenuEntry&gt;localCreateFontEntry</a>	1	0.001 s	0.001 s	
<a href="#">...ayoutManager&gt;setInstancePropOnAxes</a>	1	0.001 s	0.001 s	

<a href="#">Legend.Legend&gt;Legend.get.Orientation_I</a>	3	0.001 s	0.001 s	
<a href="#">Legend.setParentImpl</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.Location_I</a>	3	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.getPositionImpl</a>	2	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.CLim_I</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.set.PositionMode</a>	1	0.001 s	0.001 s	
<a href="#">...gend&gt;Legend.set.SelfListenerList_I</a>	1	0.001 s	0.001 s	
<a href="#">...set(rootobj,'ShowHiddenHandles',Temp)</a>	5	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.get.XCoords</a>	5	0.001 s	0.001 s	
<a href="#">...e(['MATLAB:uistring:scribemenu:',x]))</a>	7	0.001 s	0.001 s	
<a href="#">...Legend&gt;Legend.get.SelfListenerList</a>	2	0.001 s	0.001 s	
<a href="#">Legend.removeAllEntries</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.EdgeColor</a>	2	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.Color</a>	2	0.001 s	0.001 s	
<a href="#">legend&gt;find_legend</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.get.YCoords</a>	5	0.001 s	0.001 s	
<a href="#">...gend&gt;Legend.get.AxesListenerList_I</a>	9	0.001 s	0.001 s	
<a href="#">hggetbehavior&gt;localPeek</a>	1	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.ItemTokenSize</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.get.CCoords</a>	5	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.UnitsImpl</a>	1	0.001 s	0.001 s	
<a href="#">Area.Area&gt;Area.get.LineStyle</a>	1	0.001 s	0.001 s	
<a href="#">...ehavior&gt;PlotEditBehavior.dosupport</a>	1	0.001 s	0.001 s	
<a href="#">...ponent&gt;ListComponent.ListComponent</a>	1	0.001 s	0.001 s	
<a href="#">Legend.getPreferredLocation</a>	1	0.001 s	0.001 s	
<a href="#">...ayoutManager&gt;addInstancePropToAxes</a>	1	0.001 s	0.001 s	
<a href="#">...ivate/areaHelper&gt;localAddListeners</a>	1	0.001 s	0.001 s	
<a href="#">...e(['MATLAB:uistring:scribemenu:',x]))</a>	3	0.001 s	0.001 s	
<a href="#">Legend.Legend&gt;Legend.get.BoxEdge</a>	16	0.001 s	0.000 s	
<a href="#">...r&gt;AxesLayoutManager.hasValidParent</a>	1	0.001 s	0.001 s	
<a href="#">...sLayoutManager.syncLayoutInfoFromAxes</a>	1	0.001 s	0.001 s	

<a href="#">Legend.Legend&gt;Legend.get.Camera</a>	9	0.001 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.Location</a>	2	0.001 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.BackgroundColor</a>	1	0.001 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.Orientation</a>	2	0.001 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.ColorSpace</a>	5	0.001 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.EntryContainer</a>	5	0.001 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.BoxFace</a>	6	0.001 s	0.000 s	
<a href="#">...end&gt;Legend.get.DecorationContainer</a>	5	0.001 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.Edge</a>	6	0.000 s	0.000 s	
<a href="#">specgraph/private/checkvpairs</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.DataSpace</a>	4	0.000 s	0.000 s	
<a href="#">...teners&gt;@(h,e)hObj.MarkDirty('all')</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.BoxEdge_I</a>	17	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.SelectionHandle</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.getAxesImpl</a>	6	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.Face</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.Camera_I</a>	10	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.Interpreter_I</a>	5	0.000 s	0.000 s	
<a href="#">HGBehavior&gt;HGBehavior.HGBehavior</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.ColorSpace_I</a>	6	0.000 s	0.000 s	
<a href="#">...Legend&gt;Legend.get.EntryContainer_I</a>	6	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.XCoords_I</a>	6	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.BoxFace_I</a>	7	0.000 s	0.000 s	
<a href="#">...d&gt;Legend.get.DecorationContainer_I</a>	6	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.DataSpace_I</a>	5	0.000 s	0.000 s	
<a href="#">...egend&gt;Legend.get.SelectionHandle_I</a>	4	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.Edge_I</a>	7	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.Face_I</a>	4	0.000 s	0.000 s	
<a href="#">...@(obj,evd)(hObj.sendDataChangedEvent)</a>	4	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.CCoords_I</a>	6	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.YCoords_I</a>	6	0.000 s	0.000 s	



<a href="#">...&gt;@(obj.evd)(hObj.MarkDirty('all'))</a>	1	0.000 s	0.000 s	
<a href="#">specgraph/private/datachk</a>	2	0.000 s	0.000 s	
<a href="#">axis&gt;allAxes</a>	2	0.000 s	0.000 s	
<a href="#">legend&gt;check_pv_args</a>	1	0.000 s	0.000 s	
<a href="#">repmat&gt;@(x)double(full(x))</a>	2	0.000 s	0.000 s	
<a href="#">Legend.doMethod&gt;setButtonDownFcn</a>	1	0.000 s	0.000 s	
<a href="#">...nd&gt;Legend.get.AxesListenerListMode</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.Color_I</a>	4	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.Box_I</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontWeight_I</a>	3	0.000 s	0.000 s	
<a href="#">...gend&gt;Legend.get.SelfListenerList_I</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.PositionCache</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.TextColor_I</a>	2	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontAngle_I</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.EdgeColor_I</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontName_I</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.version</a>	2	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.OrientationImpl</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.getLocationImpl</a>	3	0.000 s	0.000 s	
<a href="#">...er&gt;AxesLayoutManager.getParentImpl</a>	4	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontSize_I</a>	3	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.LineWidth_I</a>	2	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.PositionMode</a>	2	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.Clipping_I</a>	2	0.000 s	0.000 s	
<a href="#">...nd&gt;Legend.get.SelfListenerListMode</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.BaseArea</a>	2	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.doGetBaselineAxis</a>	5	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.AxesMode</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.XCoordsMode</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontNameMode</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.ItemTokenSize_I</a>	1	0.000 s	0.000 s	

<a href="#">Area.Area&gt;Area.get.AlignVertexCenters_I</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontWeightMode</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.LineWidth_I</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.FaceColor_I</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontSizeMode</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.LocationMode</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.LineStyle_I</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.FaceColorMode</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.CCoordsMode</a>	1	0.000 s	0.000 s	
<a href="#">Area.Area&gt;Area.get.YCoordsMode</a>	1	0.000 s	0.000 s	
<a href="#">Legend.Legend&gt;Legend.get.FontAngleMode</a>	1	0.000 s	0.000 s	
<a href="#">Legend.isStretchToFill</a>	1	0.000 s	0.000 s	

**Self time** is the time spent in a function excluding the time spent in its child functions. Self time also includes overhead resulting from the process of profiling.