

## winMain>winMain.WaterfallPlotTask (Calls: 1, Time: 20.816 s)

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Class method in file [C:\P&D\appColeta\winMain.mlapp](#)

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### Parents (calling functions)

Function Name	Function Type
<a href="#">winMain&gt;winMain.task_Button1Pushed</a>	Class method

### Lines that take the most time

Line Number	Code
<a href="#">1119</a>	<code>newArray = binblockread(app.Instrument, 'single');</code>
<a href="#">1078</a>	<code>task_startup(app, 'InitialConnection');</code>
<a href="#">1136</a>	<code>else; Plot_Creation(app, newArray', ind3, ind4)</code>
<a href="#">1121</a>	<code>if app.Instrument.BytesAvailable</code>
<a href="#">1138</a>	<code>drawnow</code>
All other lines	
Totals	

### Children (called functions)

Function Name	Function Type
<a href="#">icinterface.binblockread</a>	Function
<a href="#">winMain&gt;winMain.task_startup</a>	Class method
<a href="#">winMain&gt;winMain.Plot_Creation</a>	Class method
<a href="#">instrument.subsref</a>	Function
<a href="#">icinterface.flushinput</a>	Function
<a href="#">winMain&gt;winMain.Plot_Update</a>	Class method
<a href="#">Linger&gt;@(o,e)motionCallback(hObj,o,e)</a>	Anonymous function
<a href="#">icinterface.fprintf</a>	Function
<a href="#">ToolbarController.ToolbarController&gt;@(e,d)obj.handleMouseMotion(e,d)</a>	Anonymous function
<a href="#">tabular.subsref</a>	Function
<a href="#">winMain&gt;winMain.Plot_axesFlagValueChanged</a>	Class method
<a href="#">uiprogressdlg</a>	Function
<a href="#">tabular.numArgumentsFromSubscript</a>	Function
<a href="#">ColorBar.doUpdate</a>	Function
<a href="#">FigureController&gt;FigureController.flushCoalescer</a>	Class method
<a href="#">tabular.binblockread</a>	Function