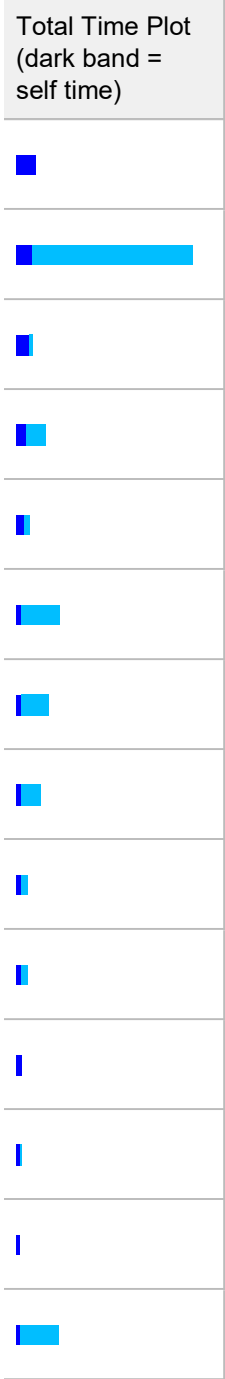


# Profile Summary

Generated 06-Oct-2017 10:16:41 using performance time.

<a href="#">Function Name</a>	<a href="#">Calls</a>	<a href="#">Total Time</a>	<a href="#">Self Time</a> *
<a href="#">FDTD3Dfun</a>	5999	97.085 s	97.085 s
<a href="#">FDTD3Dplotdomain</a>	5999	901.557 s	82.739 s
<a href="#">interp3</a>	17997	81.691 s	75.944 s
<a href="#">...Manager&gt;AxesLayoutManager.doUpdate</a>	24011	156.780 s	49.770 s
<a href="#">Legend.doMethod&gt;pushLegendPropsToLabels</a>	11998	66.778 s	37.255 s
<a href="#">...ager&gt;@(o,e)subplotlayout(ax,e,fig)</a>	5999	233.383 s	35.543 s
<a href="#">slice</a>	5999	165.789 s	35.361 s
<a href="#">title</a>	6002	120.623 s	31.166 s
<a href="#">...y.LegendEntry&gt;LegendEntry.doUpdate</a>	71988	62.448 s	30.948 s
<a href="#">Legend.doMethod&gt;layoutEntries</a>	11998	60.254 s	29.201 s
<a href="#">...ger.AxesLayoutManager&gt;convertUnits</a>	240137	27.344 s	27.344 s
<a href="#">Legend.doMethod&gt;getStringSizes</a>	24012	35.469 s	22.104 s
<a href="#">graphics\private\clo</a>	6002	23.048 s	21.782 s
<a href="#">Legend.doUpdate</a>	11998	210.233 s	18.689 s



<a href="#">FDTD3Dtesting</a>	1	1021.276 s	15.989 s
<a href="#">scribe\private\expandLegendChildren</a>	24024	18.370 s	15.441 s
<a href="#">...esLayoutManager.updateInnerOuterLists</a>	24011	27.887 s	14.208 s
<a href="#">Text.Text&gt;Text.doUpdate</a>	71988	11.967 s	11.967 s
<a href="#">scribe\private\islegendable</a>	24024	15.198 s	11.950 s
<a href="#">unique&gt;uniqueR2012a</a>	144130	11.748 s	11.748 s
<a href="#">scribe\private\updateLegendMenuToolbar</a>	12007	12.091 s	11.420 s
<a href="#">shading</a>	11998	11.503 s	10.033 s
<a href="#">Legend.autoUpdateCallback</a>	24021	119.899 s	9.992 s
<a href="#">Legend.Legend&gt;Legend.get.Orientation</a>	179999	13.373 s	9.518 s
<a href="#">ismember&gt;ismemberClassTypes</a>	72059	21.470 s	9.461 s
<a href="#">meshgrid</a>	23996	9.114 s	9.114 s
<a href="#">Legend.Legend&gt;Legend.getPositionImpl</a>	48013	7.501 s	6.944 s
<a href="#">...UpdateCallback&gt;removeNestedObjects</a>	24021	8.824 s	6.812 s
<a href="#">Legend.Legend&gt;Legend.get.Interpreter</a>	144072	8.105 s	6.764 s
<a href="#">Legend.doMethod</a>	84024	184.179 s	6.728 s
<a href="#">generateDisplayNames</a>	24021	6.510 s	6.510 s
<a href="#">updateFontProperties</a>	12014	7.207 s	6.169 s
<a href="#">ismember&gt;ismemberR2012a</a>	72059	27.356 s	5.885 s
<a href="#">unique</a>	144130	17.333 s	5.585 s
<a href="#">Legend.doMethod&gt;getsizeinfo</a>	24012	49.172 s	5.538 s
<a href="#">Text.Text&gt;Text.set.FontName</a>	71988	5.454 s	5.454 s

Government	Percentage
Current government	95%
Previous government	5%

<a href="#">setdiff&gt;setdiffR2012a</a>	48042	32.876 s	5.384 s
<a href="#">Text.Text&gt;Text.set.Color</a>	71988	5.363 s	5.363 s
<a href="#">Text.Text&gt;Text.set.FontAngle</a>	71988	5.358 s	5.358 s
<a href="#">Text.Text&gt;Text.set.FontWeight</a>	71988	5.182 s	5.182 s
<a href="#">Text.Text&gt;Text.set.Interpreter</a>	71988	5.088 s	5.088 s
<a href="#">Text.Text&gt;Text.set.FontSize</a>	71988	5.055 s	5.055 s
<a href="#">...Legend&gt;Legend.set.PlotChildrenMode</a>	48042	5.438 s	4.923 s
<a href="#">Legend.Legend&gt;Legend.getUnitsImpl</a>	36008	5.315 s	4.906 s
<a href="#">graph2dhelper</a>	66078	50.583 s	4.677 s
<a href="#">Legend.Legend&gt;Legend.set.PlotChildren</a>	24021	7.629 s	4.645 s
<a href="#">...ndEntry&gt;LegendEntry.set.LayoutInfo</a>	71988	4.554 s	4.554 s
<a href="#">Text.Text&gt;Text.set.Position</a>	71988	4.514 s	4.514 s
<a href="#">markFigure</a>	36002	4.420 s	4.420 s
<a href="#">Legend.Legend&gt;Legend.getBackgroundColor</a>	36019	8.360 s	4.291 s
<a href="#">makehgtform</a>	71988	4.246 s	4.246 s
<a href="#">...endEntry&gt;LegendEntry.set.FontAngle</a>	71988	4.117 s	4.117 s
<a href="#">isUIContextMenuSupported</a>	11998	4.098 s	4.098 s
<a href="#">...ndEntry&gt;LegendEntry.set.FontWeight</a>	71988	4.031 s	4.031 s
<a href="#">...dEntry&gt;LegendEntry.set.Interpreter</a>	71988	3.997 s	3.997 s
<a href="#">...LegendEntry&gt;LegendEntry.set.Color</a>	71988	3.860 s	3.860 s
<a href="#">FDTD3Dsources</a>	5999	3.814 s	3.814 s
<a href="#">Legend.getNamesForLayout</a>	24012	4.197 s	3.493 s
<a href="#">...gendEntry&gt;LegendEntry.set.FontName</a>	71988	3.462 s	3.462 s
<a href="#">Legend.Legend&gt;Legend.get.Axes</a>	72039	5.743 s	3.462 s
<a href="#">Legend.Legend&gt;Legend.get.Location</a>	60016	4.982 s	3.458 s
<a href="#">...gendEntry&gt;LegendEntry.set.FontSize</a>	71988	3.378 s	3.378 s
<a href="#">hasbehavior</a>	144144	3.247 s	3.247 s



<a href="#">flipud</a>	84048	6.168 s	3.221 s
<a href="#">flip</a>	84048	2.947 s	2.947 s
<a href="#">...(x,'matlab.graphics.primitive.Group')</a>	144144	2.929 s	2.929 s
<a href="#">Legend.getEntries</a>	23996	4.727 s	2.773 s
<a href="#">...tManager.removeInvalidLayoutListItems</a>	24011	9.948 s	2.625 s
<a href="#">Legend.Legend&gt;Legend.get.Orientation_1</a>	191997	4.214 s	2.578 s
<a href="#">setdiff</a>	48042	35.321 s	2.446 s
<a href="#">...er&gt;SubplotListenersManager.disable</a>	5999	2.342 s	2.342 s
<a href="#">Legend.Legend&gt;Legend.get.Units</a>	36008	8.218 s	2.325 s
<a href="#">Legend.doMethod&gt;supportsTitle</a>	36010	3.311 s	2.165 s
<a href="#">Legend.Legend&gt;Legend.get.Interpreter_1</a>	216060	2.065 s	2.065 s
<a href="#">Legend.Legend&gt;Legend.get.ItemTokenSize</a>	48024	2.395 s	1.960 s
<a href="#">...end&gt;Legend.getPlotChildrenExcluded</a>	24021	3.351 s	1.927 s
<a href="#">...nd&gt;Legend.getPlotChildrenSpecified</a>	24021	3.151 s	1.901 s
<a href="#">Legend.doMethod&gt;syncEntries</a>	11998	2.995 s	1.768 s
<a href="#">grid</a>	6000	2.348 s	1.735 s
<a href="#">SineWave&gt;SineWave.setParameters</a>	3	1.714 s	1.702 s
<a href="#">Legend.Legend&gt;Legend.get.Color</a>	36025	2.171 s	1.675 s
<a href="#">graphics\private\claNotify</a>	6002	2.242 s	1.667 s
<a href="#">Legend.Legend&gt;Legend.getOrientationImpl</a>	191997	1.636 s	1.636 s
<a href="#">Legend.doMethod&gt;getpixelsperpoint</a>	24012	1.622 s	1.622 s
<a href="#">Legend.Legend&gt;Legend.get.Box</a>	36019	1.899 s	1.567 s
<a href="#">...utManager&gt;AxesLayoutManager.is2Dim</a>	24014	1.531 s	1.531 s
<a href="#">...&gt;@(obj,evd)(hObj.MarkDirty('all'))</a>	24014	1.476 s	1.476 s
<a href="#">ishold</a>	6005	1.456 s	1.456 s
<a href="#">Legend.Legend&gt;Legend.get.Axes_1</a>	72042	2.282 s	1.390 s
<a href="#">Legend.Legend&gt;Legend.get.FontName_1</a>	108014	1.345 s	1.345 s





<a href="#">...ger&gt;SubplotListenersManager.enable</a>	5999	1.342 s	1.342 s
<a href="#">gobjects</a>	12010	1.312 s	1.312 s
<a href="#">caxis</a>	5990	2.156 s	1.310 s
<a href="#">Legend.Legend&gt;Legend.set.Position_I</a>	12009	5.044 s	1.252 s
<a href="#">Legend.doMethod&gt;calculateXLocations</a>	11998	3.003 s	1.245 s
<a href="#">view&gt;ViewCore</a>	5999	2.045 s	1.233 s
<a href="#">Legend.addToLayout</a>	12011	3.304 s	1.222 s
<a href="#">polyfun\private\compactgridformat</a>	17997	1.169 s	1.169 s
<a href="#">polyfun\private\checkmonotonic</a>	17997	1.866 s	1.158 s
<a href="#">...:@(o,e)subplotlayoutInvalid(ax,e,fig)</a>	12010	1.114 s	1.114 s
<a href="#">Legend.Legend&gt;Legend.get.FontAngle_I</a>	108014	1.106 s	1.106 s
<a href="#">Legend.Legend&gt;Legend.get.FontWeight_I</a>	108014	1.101 s	1.101 s
<a href="#">Legend.Legend&gt;Legend.get.FontSize_I</a>	108014	1.079 s	1.079 s
<a href="#">...r&gt;AxesLayoutManager.hasValidParent</a>	12014	1.073 s	1.073 s
<a href="#">newplot</a>	6005	29.907 s	1.069 s
<a href="#">newplot&gt;ObserveAxesNextPlot</a>	6005	27.178 s	1.031 s
<a href="#">onCleanup&gt;onCleanup.delete</a>	18015	1.652 s	0.983 s
<a href="#">...r&gt;AxesLayoutManager.set.LayoutList</a>	24014	0.974 s	0.974 s
<a href="#">Legend.Legend&gt;Legend.get.Location_I</a>	60017	1.524 s	0.960 s
<a href="#">Legend.getPreferredSize</a>	12014	36.604 s	0.928 s
<a href="#">Legend.Legend&gt;Legend.get.AutoUpdate</a>	48033	1.461 s	0.901 s
<a href="#">Legend.Legend&gt;Legend.getAxesImpl</a>	72042	0.892 s	0.892 s
<a href="#">Legend.Legend&gt;Legend.get.version</a>	72029	0.882 s	0.882 s
<a href="#">cla</a>	6002	26.148 s	0.858 s
<a href="#">Legend.Legend&gt;Legend.set.LayoutPosition</a>	12009	5.899 s	0.855 s
<a href="#">Legend.Legend&gt;Legend.get.TextColor_I</a>	71991	0.812 s	0.812 s
<a href="#">Legend.Legend&gt;Legend.get.Position_I</a>	48013	8.277 s	0.776 s



<a href="#">...gt:Legend.getPlotChildrenExcludedImpl</a>	24021	0.768 s	0.768 s
<a href="#">Legend.doMethod&gt;calculateYLocations</a>	11998	0.894 s	0.757 s
<a href="#">Legend.doMethod&gt;hasTitle</a>	36010	0.755 s	0.755 s
<a href="#">ismember</a>	72059	28.092 s	0.736 s
<a href="#">...ager&gt;@(~,~)(hObj.MarkDirty('all'))</a>	12002	0.733 s	0.733 s
<a href="#">Legend.doMethod&gt;getsize</a>	24012	0.732 s	0.730 s
<a href="#">Legend.getPreferredLocation</a>	12011	1.721 s	0.710 s
<a href="#">pol...te\checkmonotonic&gt;makemonotonic</a>	53991	0.708 s	0.708 s
<a href="#">Legend.Legend&gt;Legend.get.Camera_I</a>	96061	0.695 s	0.695 s
<a href="#">interp3&gt;@()warning(scopedWarnOff)</a>	17997	0.667 s	0.667 s
<a href="#">...t:Legend.getPlotChildrenSpecifiedImpl</a>	24021	0.665 s	0.665 s
<a href="#">...nd&gt;Legend.get.PlotChildrenExcluded</a>	24021	1.424 s	0.656 s
<a href="#">...teners&gt;@(h,e)hObj.MarkDirty('all')</a>	12014	0.654 s	0.654 s
<a href="#">...sLayoutManager.syncLayoutInfoFromAxes</a>	24011	0.638 s	0.638 s
<a href="#">polyfun\private\methodandextrapval</a>	17997	0.613 s	0.613 s
<a href="#">Legend.Legend&gt;Legend.get.standalone</a>	12008	0.724 s	0.609 s
<a href="#">...d&gt;Legend.get.PlotChildrenSpecified</a>	24021	1.250 s	0.585 s
<a href="#">Legend.Legend&gt;Legend.get.Units_I</a>	36008	5.893 s	0.578 s
<a href="#">Legend.Legend&gt;Legend.getLocationImpl</a>	60017	0.564 s	0.564 s
<a href="#">Legend.Legend&gt;Legend.getAutoUpdateImpl</a>	48033	0.560 s	0.560 s
<a href="#">view</a>	5999	2.701 s	0.545 s
<a href="#">...Legend&gt;Legend.get.PlotChildrenMode</a>	48042	0.515 s	0.515 s
<a href="#">Legend.initializePositionCache</a>	11998	0.634 s	0.505 s
<a href="#">Legend.autoUpdateCallback&gt;processGroups</a>	24021	24.082 s	0.499 s
<a href="#">Legend.Legend&gt;Legend.get.Color_I</a>	36028	0.496 s	0.496 s
<a href="#">Legend.Legend&gt;Legend.get.Camera</a>	96058	1.141 s	0.446 s
<a href="#">Legend.Legend&gt;Legend.getItemTokenSize_I</a>	48024	0.436 s	0.436 s



<a href="#">ismember&gt;ismemberBuiltinTypes</a>	48044	0.429 s	0.429 s
<a href="#">...ponent&gt;ListComponent.ListComponent</a>	12011	0.427 s	0.427 s
<a href="#">clearNotify</a>	6002	0.397 s	0.397 s
<a href="#">...Legend&gt;Legend.get.EntryContainer_I</a>	48004	0.376 s	0.376 s
<a href="#">...uToolbar&gt;isValidLegendHandleObject</a>	12007	0.365 s	0.365 s
<a href="#">newplot&gt;ObserveFigureNextPlot</a>	6005	0.347 s	0.347 s
<a href="#">onCleanup&gt;onCleanup.onCleanup</a>	18015	0.340 s	0.340 s
<a href="#">Legend.Legend&gt;Legend.get.Box_I</a>	36043	0.332 s	0.332 s
<a href="#">...Info&gt;ItemLayoutInfo.ItemLayoutInfo</a>	71988	0.309 s	0.309 s
<a href="#">...oolbar&gt;isValidColorBarHandleObject</a>	12007	0.306 s	0.306 s
<a href="#">Legend.updateTitleProperties</a>	12014	0.305 s	0.305 s
<a href="#">cell.ismember</a>	12001	0.285 s	0.285 s
<a href="#">Legend.Legend&gt;Legend.get.EntryContainer</a>	48001	0.658 s	0.282 s
<a href="#">axescheck</a>	6005	0.213 s	0.213 s
<a href="#">Legend.Legend&gt;Legend.set.SPosition</a>	11998	0.193 s	0.193 s
<a href="#">...egend&gt;Legend.get.SelectionHandle_I</a>	24008	0.180 s	0.180 s
<a href="#">graph2d\private\labelcheck</a>	6008	0.174 s	0.174 s
<a href="#">scribe\private\getplotmanager</a>	5999	0.165 s	0.165 s
<a href="#">Legend.Legend&gt;Legend.get.FontNameMode</a>	12014	0.151 s	0.151 s
<a href="#">Legend.Legend&gt;Legend.get.SelectionHandle</a>	24005	0.330 s	0.150 s
<a href="#">...er&gt;AxesLayoutManager.getParentImpl</a>	24020	0.149 s	0.149 s
<a href="#">...egend&gt;Legend.get.ItemTokenSizeMode</a>	11998	0.136 s	0.136 s
<a href="#">Legend.Legend&gt;Legend.get.LineWidth_I</a>	12016	0.133 s	0.133 s
<a href="#">Legend.Legend&gt;Legend.get.LineWidthMode</a>	11998	0.133 s	0.133 s
<a href="#">...egend&gt;Legend.get.InitPositionCache</a>	11998	0.128 s	0.128 s
<a href="#">Legend.Legend&gt;Legend.get.FontAngleMode</a>	12014	0.126 s	0.126 s
<a href="#">Legend.Legend&gt;Legend.get.FontSizeMode</a>	12014	0.123 s	0.123 s



<a href="#">Legend.Legend&gt;Legend.get.FontWeightMode</a>	12014	0.118 s	0.118 s
<a href="#">Legend.Legend&gt;Legend.get.standalone_1</a>	12008	0.115 s	0.115 s
<a href="#">path</a>	1	0.119 s	0.111 s
<a href="#">view&gt;isAxesHandle</a>	5999	0.111 s	0.111 s
<a href="#">interp3&gt;convertv</a>	17997	0.110 s	0.110 s
<a href="#">Legend.doMethod&gt;@(h.e)delete(uic)</a>	3	0.110 s	0.110 s
<a href="#">plotdoneevent</a>	5999	0.831 s	0.102 s
<a href="#">...Legend&gt;Legend.get.TitleSeparator_1</a>	12064	0.099 s	0.099 s
<a href="#">Legend.Legend&gt;Legend.get.PositionCache</a>	11998	0.078 s	0.078 s
<a href="#">Legend.Legend&gt;Legend.get.TitleSeparator</a>	12061	0.173 s	0.074 s
<a href="#">Legend.doMethod&gt;set_contextmenu</a>	3	0.156 s	0.053 s
<a href="#">deal</a>	5999	0.051 s	0.051 s
<a href="#">Legend.isStretchToFill</a>	12011	0.043 s	0.043 s
<a href="#">...chAxesListeners&gt;@(h.e)delete(hObj)</a>	3	0.177 s	0.034 s
<a href="#">pathsep</a>	4	0.033 s	0.033 s
<a href="#">subplot</a>	3	0.046 s	0.032 s
<a href="#">Legend.Legend&gt;Legend.Legend</a>	3	0.288 s	0.025 s
<a href="#">...beUIMenuEntry&gt;localCreateEnumEntry</a>	9	0.024 s	0.023 s
<a href="#">...ibeUIMenuEntry&gt;localCreateNumEntry</a>	3	0.026 s	0.021 s
<a href="#">xcorr</a>	10	0.043 s	0.019 s
<a href="#">xlabel</a>	3	0.083 s	0.017 s
<a href="#">ylabel</a>	3	0.077 s	0.014 s
<a href="#">legend&gt;make_legend</a>	3	0.401 s	0.013 s
<a href="#">Legend.doSetup</a>	3	0.211 s	0.012 s
<a href="#">Legend.setupBoxEdge</a>	3	0.013 s	0.012 s
<a href="#">...nager&gt;AxesLayoutManager.findMethod</a>	12	0.012 s	0.012 s
<a href="#">scribe\private\createScribeUIMenuEntry</a>	27	0.073 s	0.010 s





<a href="#">legend</a>	3	0.416 s	0.009 s
<a href="#">xcorr&gt;crosscorr</a>	5	0.011 s	0.009 s
<a href="#">Legend.attachAxesListeners</a>	3	0.016 s	0.009 s
<a href="#">Legend.doSetup&gt;@(h.e)hObj.doDelete</a>	3	0.032 s	0.008 s
<a href="#">cell.strcat</a>	6	0.009 s	0.008 s
<a href="#">sigcheckfloattype</a>	13	0.008 s	0.008 s
<a href="#">general\private\parsedirs</a>	2	0.008 s	0.007 s
<a href="#">findall</a>	15	0.012 s	0.007 s
<a href="#">legend&gt;process_inputs</a>	3	0.007 s	0.007 s
<a href="#">hgbehaviorfactory&gt;localGetBehaviorInfo</a>	6	0.006 s	0.006 s
<a href="#">...end&gt;Legend.setBoxEdge_IFanoutProps</a>	6	0.008 s	0.006 s
<a href="#">hold</a>	6	0.008 s	0.006 s
<a href="#">legend&gt;set_children_and_strings</a>	3	0.026 s	0.006 s
<a href="#">shiftdim</a>	10	0.006 s	0.006 s
<a href="#">...Legend.setTitleSeparator_IFanoutProps</a>	6	0.006 s	0.006 s
<a href="#">hggetbehavior&gt;localGet</a>	6	0.022 s	0.005 s
<a href="#">psdoptions&gt;psd_parse</a>	2	0.005 s	0.005 s
<a href="#">...anager&gt;AxesLayoutManager.addToTree</a>	3	0.026 s	0.005 s
<a href="#">SystemProp.parseInputs</a>	1	0.006 s	0.005 s
<a href="#">getlag</a>	5	0.048 s	0.005 s
<a href="#">psdfreqvec&gt;local_pvparse</a>	4	0.005 s	0.005 s
<a href="#">SystemProp.getSourceDataTypeInfo</a>	3	0.010 s	0.004 s
<a href="#">hgbehaviorfactory&gt;localCreate</a>	6	0.013 s	0.004 s
<a href="#">pwelch</a>	2	0.053 s	0.004 s
<a href="#">signal\private\welch&gt;localComputeSpectra</a>	2	0.024 s	0.004 s
<a href="#">...UIMenuEntry&gt;localCreateActionEntry</a>	6	0.004 s	0.004 s
<a href="#">num2str</a>	75	0.007 s	0.004 s



<a href="#">signal\private\welch</a>	2	0.047 s	0.004 s
<a href="#">subplot&gt;datasiblings</a>	3	0.004 s	0.004 s
<a href="#">signal\private\welchparse&gt;welch_options</a>	2	0.010 s	0.004 s
<a href="#">Legend.doDelete</a>	3	0.024 s	0.004 s
<a href="#">allchild</a>	3	0.007 s	0.004 s
<a href="#">numerictype</a>	3	0.005 s	0.004 s
<a href="#">Legend.Legend&gt;Legend.setViewportPosition</a>	7	0.004 s	0.004 s
<a href="#">...Legend&gt;Legend.set.EntryContainer_I</a>	3	0.004 s	0.003 s
<a href="#">signal\private\computeperiodogram</a>	2	0.016 s	0.003 s
<a href="#">...end&gt;Legend.set.BoxFace_IFanoutProps</a>	6	0.004 s	0.003 s
<a href="#">...ager&gt;AxesLayoutManager.addToLayout</a>	3	0.004 s	0.003 s
<a href="#">...&gt;showHiddenHandlesToFindAllHandles</a>	15	0.003 s	0.003 s
<a href="#">psdfreqvec&gt;frequencygrid</a>	4	0.006 s	0.003 s
<a href="#">int2str</a>	75	0.003 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.setAxesImpl</a>	3	0.051 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.set.BoxEdge_I</a>	3	0.010 s	0.003 s
<a href="#">sigcasttfloat</a>	9	0.006 s	0.003 s
<a href="#">...Legend&gt;Legend.set.TitleSeparator_I</a>	3	0.007 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.set.ColorSpace_I</a>	3	0.003 s	0.003 s
<a href="#">...egend&gt;Legend.set.SelectionHandle_I</a>	3	0.003 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.set.Camera_I</a>	3	0.003 s	0.003 s
<a href="#">...eUIMenuEntry&gt;localCreateColorEntry</a>	6	0.003 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.set.DataSpace_I</a>	3	0.003 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.set.BoxFace_I</a>	3	0.006 s	0.003 s
<a href="#">Legend.Legend&gt;Legend.setPositionImpl</a>	7	0.008 s	0.003 s
<a href="#">...d&gt;Legend.set.DecorationContainer_I</a>	3	0.003 s	0.003 s
<a href="#">signal\private\gencoswin</a>	2	0.013 s	0.003 s



<a href="#">genpath</a>	1	0.035 s	0.003 s
<a href="#">legendcolorbarlayout</a>	3	0.032 s	0.003 s
<a href="#">legend&gt;find_legend</a>	3	0.003 s	0.003 s
<a href="#">...nager&gt;AxesLayoutManager.getManager</a>	3	0.003 s	0.003 s
<a href="#">scribe\private\get_legendable_children</a>	3	0.015 s	0.002 s
<a href="#">Legend.Legend&gt;Legend.set.EdgeColor_l</a>	3	0.002 s	0.002 s
<a href="#">...r&gt;AxesLayoutManager.ValidateObject</a>	3	0.015 s	0.002 s
<a href="#">strmatch</a>	2	0.002 s	0.002 s
<a href="#">rulerFunctions</a>	2	0.003 s	0.002 s
<a href="#">...Legend&gt;Legend.set.AxesListenerList</a>	12	0.005 s	0.002 s
<a href="#">xcorr&gt;scaleXcorr</a>	5	0.002 s	0.002 s
<a href="#">computepsd</a>	2	0.002 s	0.002 s
<a href="#">axis</a>	2	0.004 s	0.002 s
<a href="#">gausswin</a>	1	0.005 s	0.002 s
<a href="#">...Legend&gt;Legend.set.SelfListenerList</a>	3	0.004 s	0.002 s
<a href="#">linspace</a>	3	0.002 s	0.002 s
<a href="#">graph2d\private\subplot_parseargs</a>	3	0.002 s	0.002 s
<a href="#">...ry&gt;localCreateTextInterpreterEntry</a>	3	0.011 s	0.002 s
<a href="#">addpath</a>	1	0.121 s	0.002 s
<a href="#">nextpow2</a>	7	0.002 s	0.002 s
<a href="#">psdoptions</a>	2	0.007 s	0.002 s
<a href="#">...doMethod&gt;@(x)getString(message(x))</a>	21	0.002 s	0.002 s
<a href="#">...Legend&gt;Legend.get.AxesListenerList</a>	24	0.002 s	0.002 s
<a href="#">cell.strmatch</a>	2	0.004 s	0.002 s
<a href="#">...beUIMenuEntry&gt;localCreateFontEntry</a>	3	0.002 s	0.002 s
<a href="#">psdfreqvec&gt;finalgrid</a>	4	0.002 s	0.002 s
<a href="#">...nd&gt;Legend.set.AxesListenerListMode</a>	12	0.002 s	0.002 s



<a href="#">hggetbehavior</a>	6	0.023 s	0.002 s
<a href="#">signal\private\psdesttype</a>	2	0.002 s	0.002 s
<a href="#">signal\private\check_order</a>	3	0.002 s	0.002 s
<a href="#">signal\private\welchparse</a>	2	0.014 s	0.002 s
<a href="#">Legend.Legend&gt;Legend.set.Axes</a>	3	0.057 s	0.002 s
<a href="#">...d&gt;Legend.set.PlotChildrenSpecified</a>	3	0.003 s	0.002 s
<a href="#">sig...ate\computeDFT&gt;computeDFTviaFFT</a>	2	0.011 s	0.002 s
<a href="#">...nd&gt;Legend.set.SelfListenerListMode</a>	3	0.002 s	0.002 s
<a href="#">psdfreqvec</a>	4	0.012 s	0.002 s
<a href="#">axis&gt;LocSetTight</a>	2	0.002 s	0.002 s
<a href="#">Legend.Legend&gt;Legend.set.Axes_I</a>	3	0.053 s	0.002 s
<a href="#">...set(rootobj,'ShowHiddenHandles',Temp)</a>	15	0.002 s	0.002 s
<a href="#">allchild&gt;getchildren</a>	3	0.001 s	0.001 s
<a href="#">...e(['MATLAB:uistring:scribemenu:',x]))</a>	9	0.001 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.set.AxesMode</a>	3	0.002 s	0.001 s
<a href="#">xcorr&gt;sortInputs</a>	5	0.001 s	0.001 s
<a href="#">xlim</a>	2	0.004 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.get.EdgeColor</a>	18	0.002 s	0.001 s
<a href="#">db</a>	2	0.001 s	0.001 s
<a href="#">...:Legend.set.PlotChildrenSpecifiedMode</a>	3	0.002 s	0.001 s
<a href="#">cellstr</a>	6	0.001 s	0.001 s
<a href="#">signal\private\welchparse&gt;parse_inputs</a>	2	0.001 s	0.001 s
<a href="#">hggetbehavior&gt;localPeek</a>	6	0.001 s	0.001 s
<a href="#">Legend.setParentImpl</a>	3	0.001 s	0.001 s
<a href="#">...per('updateLegendMenuToolbar',h.e.[])</a>	6	0.013 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.get.BoxEdge_I</a>	72	0.001 s	0.001 s
<a href="#">SineWave&gt;SineWave.SineWave</a>	1	0.009 s	0.001 s





<a href="#">Legend.Legend&gt;Legend.set.CLim_I</a>	3	0.001 s	0.001 s
<a href="#">hgbehaviorfactory</a>	6	0.014 s	0.001 s
<a href="#">hann</a>	2	0.014 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.getGraphicsAxes</a>	6	0.001 s	0.001 s
<a href="#">legend&gt;lcl_is2D</a>	3	0.001 s	0.001 s
<a href="#">xcorr&gt;fetchMaxlag</a>	5	0.001 s	0.001 s
<a href="#">signal\private\gencoswin&gt;calc_window</a>	2	0.001 s	0.001 s
<a href="#">Legend.removeAllEntries</a>	3	0.001 s	0.001 s
<a href="#">signal\private\welchparse&gt;segment_info</a>	2	0.001 s	0.001 s
<a href="#">target</a>	20	0.001 s	0.001 s
<a href="#">psdfreqvec&gt;NPTSinfo</a>	4	0.001 s	0.001 s
<a href="#">SystemProp.setProperties</a>	1	0.007 s	0.001 s
<a href="#">...gend&gt;Legend.get.AxesListenerList_I</a>	36	0.001 s	0.001 s
<a href="#">...ehavior&gt;PlotEditBehavior.dosupport</a>	3	0.001 s	0.001 s
<a href="#">...Legend&gt;Legend.get.SelfListenerList</a>	6	0.001 s	0.001 s
<a href="#">assert</a>	15	0.001 s	0.001 s
<a href="#">xcorr&gt;padOutput</a>	5	0.001 s	0.001 s
<a href="#">Legend.doPostSetup</a>	3	0.001 s	0.001 s
<a href="#">signal\private\gencoswin&gt;sym_window</a>	2	0.002 s	0.001 s
<a href="#">numerictype&gt;resolveNonNumericInput</a>	3	0.001 s	0.001 s
<a href="#">numerictype&gt;getFromBuiltInTypesStr</a>	3	0.001 s	0.001 s
<a href="#">...&gt;PlotEditBehavior.PlotEditBehavior</a>	3	0.001 s	0.001 s
<a href="#">StringSet&gt;StringSet.getIndex</a>	6	0.001 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.get.BoxEdge</a>	69	0.001 s	0.001 s
<a href="#">...set(rootobj.'ShowHiddenHandles'.Temp)</a>	3	0.001 s	0.001 s
<a href="#">PrintBehavior&gt;PrintBehavior.dosupport</a>	3	0.001 s	0.001 s
<a href="#">SineWave&gt;SineWave.set.Amplitude</a>	1	0.001 s	0.001 s



<a href="#">Legend.Legend&gt;Legend.set.Location</a>	1	0.002 s	0.001 s
<a href="#">...gend&gt;Legend.set.AxesListenerList_I</a>	12	0.001 s	0.001 s
<a href="#">...enuEntry&gt;localCreateLineWidthEntry</a>	3	0.027 s	0.001 s
<a href="#">HGBehavior&gt;HGBehavior.HGBehavior</a>	6	0.001 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.get.BoxFace_I</a>	30	0.001 s	0.001 s
<a href="#">general\private\catdirs</a>	1	0.001 s	0.001 s
<a href="#">SFunSystem&gt;SFunSystem.SFunSystem_</a>	1	0.001 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.setLocationImpl</a>	1	0.001 s	0.001 s
<a href="#">signal\private\computeDFT</a>	2	0.012 s	0.001 s
<a href="#">subplot&gt;isSubplotCandidate</a>	9	0.001 s	0.001 s
<a href="#">scribe\private\isplotyyaxes</a>	6	0.001 s	0.001 s
<a href="#">isSpecifiedTypeMode</a>	3	0.001 s	0.001 s
<a href="#">window</a>	1	0.006 s	0.001 s
<a href="#">filesep</a>	2	0.001 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.set.Location_I</a>	1	0.001 s	0.001 s
<a href="#">Legend.Legend&gt;Legend.get.ColorSpace_I</a>	18	0.000 s	0.000 s
<a href="#">legend&gt;check_pv_args</a>	3	0.000 s	0.000 s
<a href="#">rulerFunctions&gt;parseFunctionName</a>	2	0.000 s	0.000 s
<a href="#">...gend&gt;Legend.set.SelfListenerList_I</a>	3	0.000 s	0.000 s
<a href="#">uitools\private\allchildRootHelper</a>	3	0.000 s	0.000 s
<a href="#">allowpcode</a>	2	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.BoxFace</a>	27	0.001 s	0.000 s
<a href="#">legend&gt;istextscalar</a>	33	0.000 s	0.000 s
<a href="#">...havior&gt;PrintBehavior.PrintBehavior</a>	3	0.001 s	0.000 s
<a href="#">...d&gt;Legend.get.DecorationContainer_I</a>	21	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.DataSpace_I</a>	15	0.000 s	0.000 s
<a href="#">legend&gt;getLegendableChildren</a>	3	0.016 s	0.000 s



<a href="#">Legend.Legend&gt;Legend.get.EdgeColor_I</a>	21	0.000 s	0.000 s
<a href="#">...gend&gt;Legend.get.SelfListenerList_I</a>	9	0.000 s	0.000 s
<a href="#">SineWave&gt;SineWave.isInactivePropertyImpl</a>	4	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.DataSpace</a>	12	0.001 s	0.000 s
<a href="#">Legend.doMethod&gt;setButtonDownFcn</a>	3	0.000 s	0.000 s
<a href="#">...end&gt;Legend.get.DecorationContainer</a>	18	0.001 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.set.LocationMode</a>	1	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.ColorSpace</a>	15	0.001 s	0.000 s
<a href="#">...computeperiodogram&gt;validateinputs</a>	2	0.000 s	0.000 s
<a href="#">SFunSystem&gt;SFunSystem.delete_</a>	1	0.000 s	0.000 s
<a href="#">...nd&gt;Legend.get.AxesListenerListMode</a>	12	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.PositionMode</a>	8	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.AxesMode</a>	3	0.000 s	0.000 s
<a href="#">prefer_const</a>	15	0.000 s	0.000 s
<a href="#">...:Legend.get.PlotChildrenSpecifiedMode</a>	3	0.000 s	0.000 s
<a href="#">ctorHelper</a>	3	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.set.version</a>	3	0.000 s	0.000 s
<a href="#">...nd&gt;Legend.get.SelfListenerListMode</a>	3	0.000 s	0.000 s
<a href="#">...p.SystemProp&gt;SystemProp.SystemProp_</a>	1	0.000 s	0.000 s
<a href="#">axis&gt;allAxes</a>	2	0.000 s	0.000 s
<a href="#">isnumericType</a>	3	0.000 s	0.000 s
<a href="#">Nondirect&gt;Nondirect.Nondirect</a>	1	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.set.PositionMode</a>	1	0.000 s	0.000 s
<a href="#">...tlab.graphics.illustration.ColorBar')</a>	2	0.000 s	0.000 s
<a href="#">isSystemObject</a>	1	0.000 s	0.000 s
<a href="#">...d.setDecorationContainer_IFanoutProps</a>	3	0.000 s	0.000 s
<a href="#">...d&gt;Legend.setDataSpace_IFanoutProps</a>	3	0.000 s	0.000 s



<a href="#">...gend&gt;Legend.setCamera_IFanoutProps</a>	3	0.000 s	0.000 s
<a href="#">...Legend.setEntryContainer_IFanoutProps</a>	3	0.000 s	0.000 s
<a href="#">...egend.setSelectionHandle_IFanoutProps</a>	3	0.000 s	0.000 s
<a href="#">...&gt;Legend.setColorSpace_IFanoutProps</a>	3	0.000 s	0.000 s
<a href="#">Legend.Legend&gt;Legend.get.LocationMode</a>	1	0.000 s	0.000 s
<a href="#">errorlf</a>	1	0.000 s	0.000 s
<a href="#">NodeData&gt;NodeData.NodeData</a>	1	0.000 s	0.000 s

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


itions. Self