

ProjectionGUI>GenerateMovie_Callback (调用次数: 1 , 时间: 48.151 sec)

基于23-Apr-2016 03:54:34时间于 performance 生成。
文件中的 子函数 [C:\UQ\GoodhillIntern\ZerbrafishProject\ProjectionGUI.m](#)
[复制到新窗口以比较多次运行情况](#)

刷新

☒ 显示父函数☒ 显示正在执行的代码行☒ 显示子函数
☒ 显示代码分析器结果☒ 显示文件范围☒ 显示函数列表

父级(调用函数)

函数名称	函数类型	调用次数
gui_mainfcn	函数	1

耗费了大多数 时间 的代码行

行号	代码	调用次数	总时间	% 时间	时间 绘图
838	if(CurrentFrame>1)&&...	630	17.274 s	35.9%	<div></div>
837	GenMovie;	630	9.730 s	20.2%	<div></div>
841	Transform;	9	5.435 s	11.3%	<div></div>
844	handles.movieStore.RawMovie{Cu...	630	5.147 s	10.7%	<div></div>
791	[Filename,Filepath,FilterIndex...	1	3.912 s	8.1%	<div></div>
所有其他行			6.654 s	13.8%	<div></div>
总计			48.151 s	100%	

子集(调用的函数)

函数名称	函数类型	调用次数	总时间	% 时间	时间 绘图
GenMovie	脚本	630	9.570 s	19.9%	<div></div>
Transform	脚本	9	5.430 s	11.3%	<div></div>
uiputfile	函数	1	3.911 s	8.1%	<div></div>
GetMD5	MEX-file	1	1.802 s	3.7%	<div></div>
GenObject	脚本	1	0.011 s	0.0%	
guidata	函数	1	0.003 s	0.0%	
自用 时间 (内置项、开销等)			27.424 s	57.0%	<div></div>

MATLAB

4)

```
ovie1.mat');
```

```
)+1;
```

```
;
```

```
.spotSize*2<180&&handles.spotSize*handles.dishRadius*2*pi/180<handles.stripHeight)
```

```
val+handles.spotNumber*handles.spotOnTime)*handles.frames;
```

```
3);
```

```
ight,handles.fieldWidth,3,handles.totalFrames,'uint8');
```


总计			48.151 s	100%	
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代码分析器结果

行号	消息
787	可能未使用函数 'GenerateMovie_Callback'。
787	可能未使用输入参数 'eventdata'，尽管使用了后一个参数。请考虑将其替换为 ~。
791	此处赋给 'FilterIndex' 的值似乎未使用。请考虑将其替换为 ~。
815	赋给变量 'SpotX' 的值可能未使用。
816	赋给变量 'SpotY' 的值可能未使用。

范围结果

[显示父目录的范围](#)

函数中的总行数	91
非代码行(注释、空行)	9
代码行(可以运行的行)	82
确实运行过的代码行	62
未运行过的代码行	20
范围(确实运行/可以运行)	75.61 %

函数列表

基于以下选项以高亮颜色显示相关代码

时间

时间	调用次数	行号	
		787	function GenerateMovie_Callback(hObject, eventdata, handles)
		788	% hObject handle to GenerateMovie (see GCBO)
		789	% eventdata reserved - to be defined in a future version of MATLAB
		790	% handles structure with handles and user data (see GUIDATA)
3.91	1	791	[Filename,Filepath,FilterIndex]= uinputfile ('*.mat','Save as','M
< 0.01	1	792	if (Filename==0)
		793	return;
		794	end
< 0.01	1	795	display(' Movie Generated begin, wait until succeed.')
< 0.01	1	796	tstart=tic();
< 0.01	1	797	Height=ceil(handles.stripHeight/handles.stripHeightResolution)
< 0.01	1	798	Width=ceil(handles.stripWidth/handles.stripWidthResolution)+1;
		799	%Test if the image is out of boundary
< 0.01	1	800	if((handles.spotNumber-1)*handles.spotSeperateDegrees+handles.
< 0.01	1	801	handles.totalFrames=((handles.spotNumber-1)*handles.spotInterv
< 0.01	1	802	CurrentNum=handles.movieNum+1;
0.02	1	803	handles.movieStore(1).RawMovie{CurrentNum}=ones(Height,Width,3
< 0.01	1	804	handles.movieStore(1).Movie{CurrentNum}=zeros(handles.fieldHei
		805	%Construct the spot or the bar
< 0.01	1	806	handles.object=[];

```
SeperateDegrees)/2:handles.spotSeperateDegrees:(handles.stripWidth+(handles.spotNumber-
```

```
totalFrames)=Order(i);
```

```
*handles.frames*(i-1)+handles.spotOnTime*handles.frames)=Order(i);  
OnTime*handles.frames+1:1:Duration*handles.frames*i)=0;
```

```
ir
```

```
ckGroundColor(i)*255;
```

```
CurrentNum}(:, :, :), handles.effectIm)
```

```
tFrame)=handles.movieStore.Movie{CurrentNum}(:, :, :, CurrentFrame-1);
```

```
tFrame)=handles.patternIm;
```

```
fectIm;
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```
l)*handles.spotSeperateDegrees)/2;
```



```

< 0.01      1  807 switch handles.spotOrder
< 0.01      1  808     case handles.g_RandomOrder
< 0.01      1  809         Order=randperm(handles.spotNumber);
            810     case handles.g_IncreasingOrder
            811         Order=1:handles.spotNumber;
            812     case handles.g_DecreasingOrder
            813         Order=handles.spotNumber:-1:1;
            814     end
< 0.01      1  815 SpotX=(handles.stripWidth-(handles.spotNumber-1)*handles.spotW
< 0.01      1  816 SpotY=ones(1,handles.spotNumber)*handles.spotHeight;
< 0.01      1  817 OrderFrame=zeros(1,handles.totalFrames);
< 0.01      1  818 Duration=handles.spotOnTime+handles.spotInterval;
< 0.01      1  819 for i=1:handles.spotNumber
            820
< 0.01      5  821     if (i==handles.spotNumber)
< 0.01      1  822         OrderFrame(Duration*handles.frames*(i-1)+1:1:handles.t
< 0.01      4  823     else
< 0.01      4  824         OrderFrame(Duration*handles.frames*(i-1)+1:1:Duration)
< 0.01      4  825         OrderFrame(Duration*handles.frames*(i-1)+handles.spot(
            4  826     end
            827
< 0.01      5  828 end
    0.01      1  829 GenObject;%Generate the object e.g. solid/checkerboard spot/ba
< 0.01      1  830 for i=1:3
< 0.01      3  831     handles.movieStore.RawMovie{CurrentNum}(:, :, i)=handles.ba
< 0.01      3  832 end
            833
< 0.01      1  834 for CurrentFrame=1:handles.totalFrames
    2.29     630 835     handles.effectIm=[];
< 0.01     630 836     handles.patternIm=[];
    9.73     630 837     GenMovie;
   17.27     630 838     if(CurrentFrame>1)&& isequal(handles.movieStore.RawMovie{C
    1.48     621 839         handles.movieStore.Movie{CurrentNum}(:, :, :, Current
< 0.01      9  840     else
    5.44      9  841         Transform;
    0.01      9  842         handles.movieStore.Movie{CurrentNum}(:, :, :, Current
< 0.01      9  843     end
    5.15     630 844     handles.movieStore.RawMovie{CurrentNum}(:, :, :)=handles.eff
< 0.01     630 845 end
< 0.01      1  846 display(' Movie generated successfully! Check the overlap. ');
< 0.01      1  847 TempMovie=handles.movieStore.Movie{CurrentNum};
< 0.01      1  848 delete([Filepath,Filename]);
    0.98      1  849 save([Filepath,Filename], 'TempMovie', '-v7.3');
    1.80      1  850 HashID=GetMD5(TempMovie, 'bin');
            1  851 MovieOverlap=0;
< 0.01      1  852 if (handles.movieNum>0)
< 0.01      1  853     for i=1:handles.movieNum
            1  854         %Generate the movie
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            1  1000        %Generate the movie

```

```
les.spotHeight handles.spotSeperateDegrees handles.spotNumber handles.spotOrder handles.
```

```
the movie ',num2str(MovieOverlap)],'!');
```

.spotOnTime handles.spotInterval handles.entity handles.surface handles.movement handles

```
s.frames ];
```

```

< 0.01      2   854          if(handles.movieStore.HashID{i}==HashID)
               855              MovieOverlap=i;
               856          end
< 0.01      2   857      end
< 0.01      1   858  end
< 0.01      1   859  if MovieOverlap==0
< 0.01      1   860  handles.movieStore.Setting{CurrentNum}=[handles.spotSize handles.spotSize];
< 0.01      1   861  handles.movieStore.HashID{CurrentNum}=HashID;
< 0.01      1   862  handles.moviePool{CurrentNum}=[Filepath,Filename];
< 0.01      1   863  set(handles.MoviePool,'String',handles.moviePool');
< 0.01      1   864  handles.movieNum=handles.movieNum+1;
               865  else
               866      display(['This movie is already in the movie pool, it is t
               867      handles.movieStore.RawMovie(CurrentNum)=[];
               868      handles.movieStore.Movie(CurrentNum)=[];
               869      delete([Filepath,Filename]);
               870  end
               871  else
               872      display('-----');
               873      display('Error! The spot is out of the boundary. ');
               874      display('-----');
               875  end
< 0.01      1   876  toc(tstart);
0.03      1   877  guidata(hObject,handles);

```

此文件中的其他子函数未包含在该列表中。