exportgraphics() can run ridiculously slowly

Much faster after copying the axes over to a newly created, invisible figure. There is chatter on the internet suggesting that the UIAxes that are created by the application builder are inherently slower. There is a suggestion that Axes can be loaded onto a UIFigure at start up and that will speed things up greatly.

Possibly putting all plots on a figure separate from the uiFigure that contains the controls. This would make all the axes axes instead of uiaxes. Might speed up export graphics as well.

But I found that Oscilloscope and StretchReceptor don’t have this sort of problem.

Seems like cla() on uiAxes may cause a burden after many repeats. Removed those and things seemed better. Also, profiling showed that calls to axis() incur high overhead. Get() and set() are much faster.