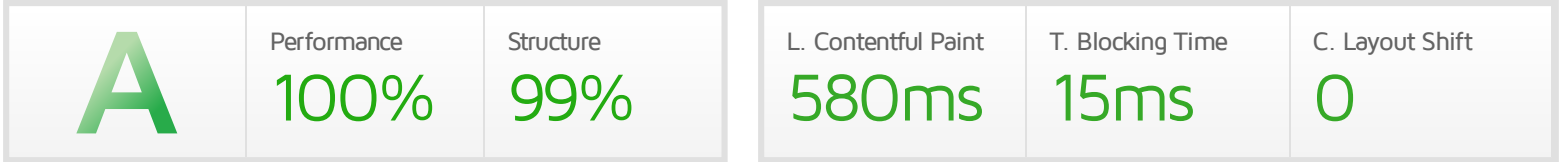


## Performance Report for: <https://avd.interpixels.net/>

Report generated: Tue, Feb 1, 2022 10:16 PM +0100  
 Test Server Location: London, UK  
 Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 8.3.0



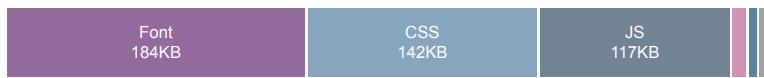
### Top Issues

IMPACT	AUDIT	
Low	Use a Content Delivery Network (CDN)	7 resources found
Low	Serve static assets with an efficient cache policy	Potential savings of 41.9KB
Low	Eliminate render-blocking resources	Potential savings of 18ms
Low	Avoid an excessive DOM size	137 elements
Low	Avoid enormous network payloads	Total size was 461KB

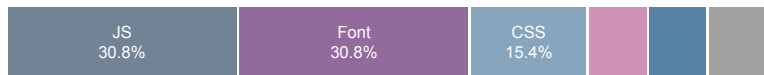
### Page Details



Total Page Size - 460KB



Total Page Requests - 13



HTML JS CSS IMG Video Font Other

### How does this affect me?

Today's web user expects a fast and seamless website experience. Delivering that fast experience can result in increased visits, conversions and overall happiness.

As if you didn't need more incentive, **Google has announced that they are using page speed in their ranking algorithm.**

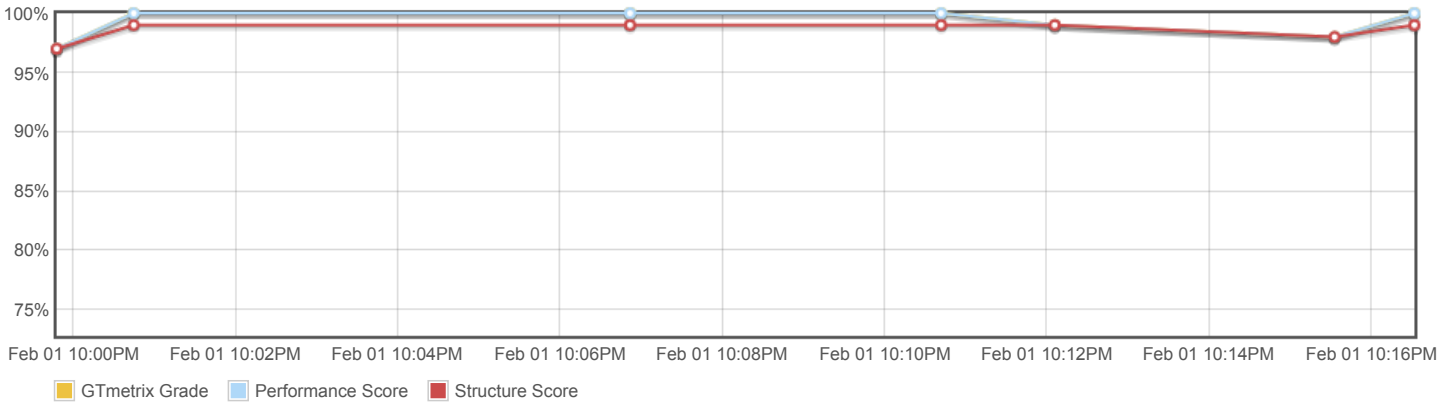
### About GTmetrix

**CARBON60**  
THE MANAGED CLOUD COMPANY

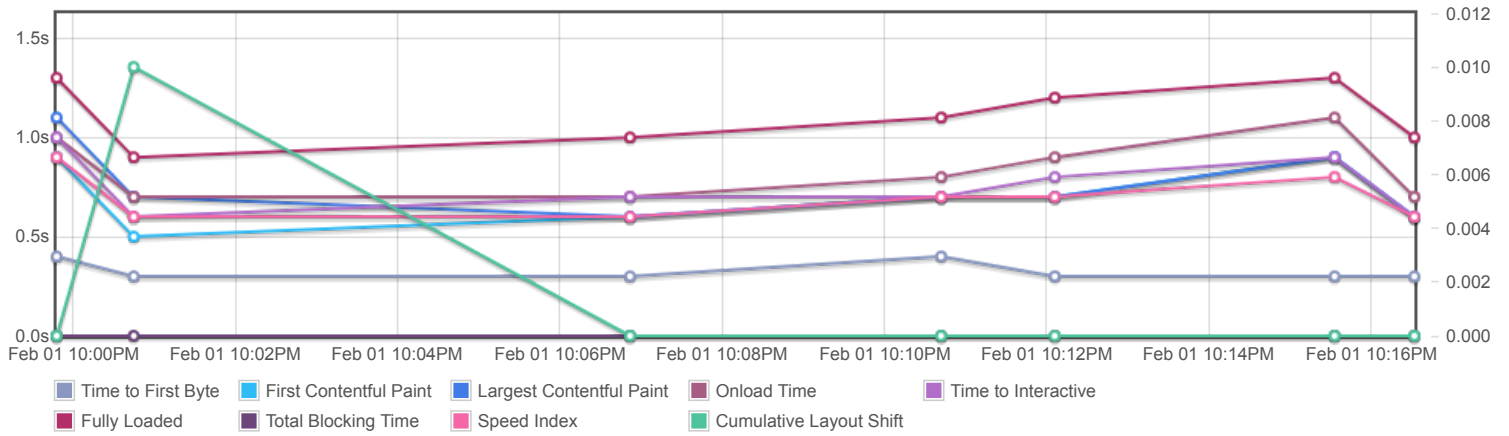
GTmetrix is developed by the good folks at Carbon60, a Canadian hosting company with over 26 years experience in web technology.

<https://carbon60.com/>

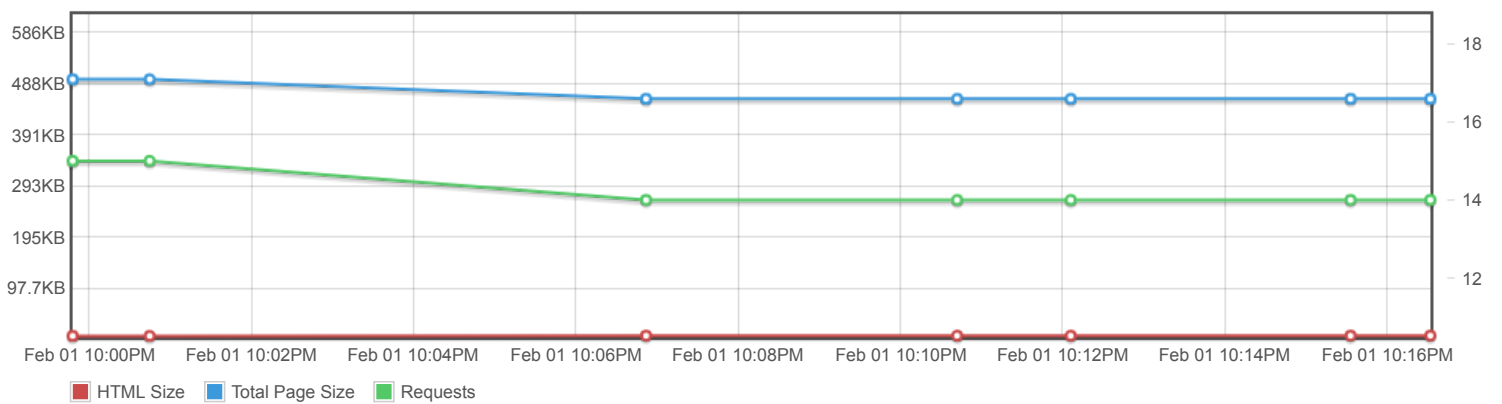
Page scores



Page metrics

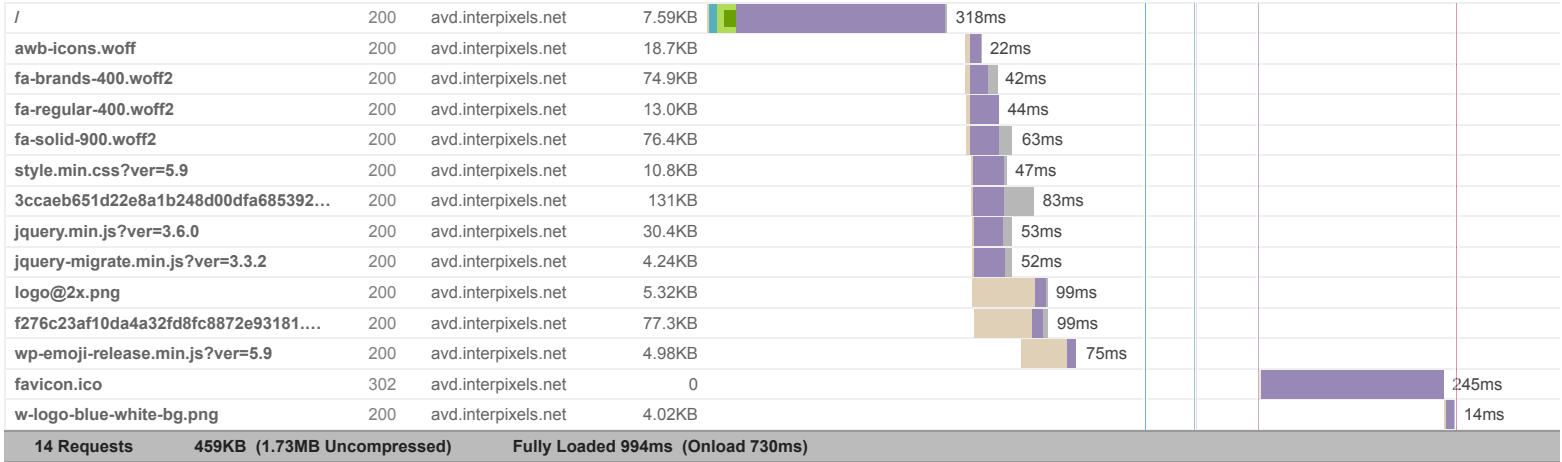


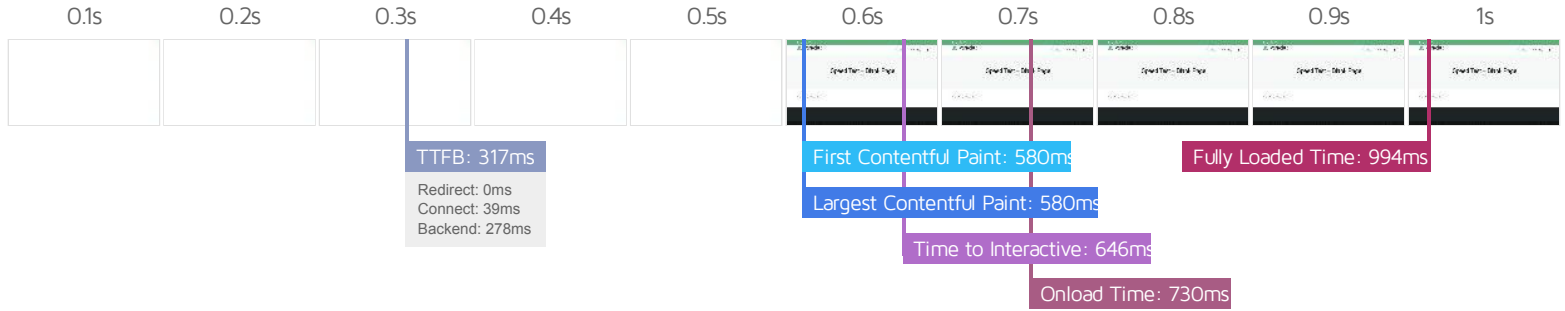
Page sizes and request counts



The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.

**Speed Test: Avada – Just another WordPress site**





### Performance Metrics

<p><b>First Contentful Paint</b></p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p><b>580ms</b></p>	<p><b>Time to Interactive</b></p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p><b>646ms</b></p>
<p><b>Speed Index</b></p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p><b>580ms</b></p>	<p><b>Total Blocking Time</b></p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p><b>15ms</b></p>
<p><b>Largest Contentful Paint</b></p> <p>How long it takes for the largest element of content (e.g. a hero image) to be painted on your page. A good user experience is 1.2s or less.</p>	<p>Good - Nothing to do here</p> <p><b>580ms</b></p>	<p><b>Cumulative Layout Shift</b></p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p><b>0</b></p>

### Browser Timings

Redirect	0ms	Connect	39ms	Backend	278ms
TTFB	317ms	First Paint	580ms	DOM Int.	632ms
DOM Loaded	644ms	Onload	730ms	Fully Loaded	994ms

IMPACT	AUDIT	
Low	<b>Use a Content Delivery Network (CDN)</b>	7 resources found
Low	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 41.9KB
Low	<b>Eliminate render-blocking resources</b>	Potential savings of 18ms
Low	<b>Avoid an excessive DOM size</b>	137 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 461KB
Low	<b>Avoid long main-thread tasks</b>	3 long tasks found
Low	<b>Reduce JavaScript execution time</b>	190ms spent executing JavaScript
Low	<b>Reduce unused CSS</b>	Potential savings of 136KB
Low	<b>Reduce initial server response time</b>	Root document took 278ms
Low	<b>Avoid serving legacy JavaScript to modern browsers</b>	Potential savings of 6.70KB
Low	<b>Avoid chaining critical requests</b>	5 chains found
Low	<b>Reduce unused JavaScript</b>	Potential savings of 49.8KB
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	Main-thread busy for 432ms
N/A	<b>User Timing marks and measures</b>	
N/A	<b>Reduce the impact of third-party code</b>	