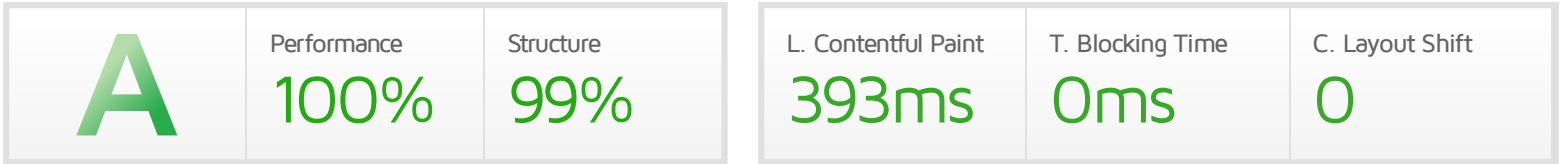




Performance Report for: <https://mhm-lite.interpixels.net/>

Report generated: Fri, Jan 28, 2022 1:35 AM +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	Eliminate render-blocking resources	Potential savings of 37ms
Low	Avoid an excessive DOM size	42 elements
Low	Avoid enormous network payloads	Total size was 132KB
Low	Serve static assets with an efficient cache policy	Potential savings of 7.32KB

Page Details



Total Page Size - 132KB



Total Page Requests - 11



■ 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.**

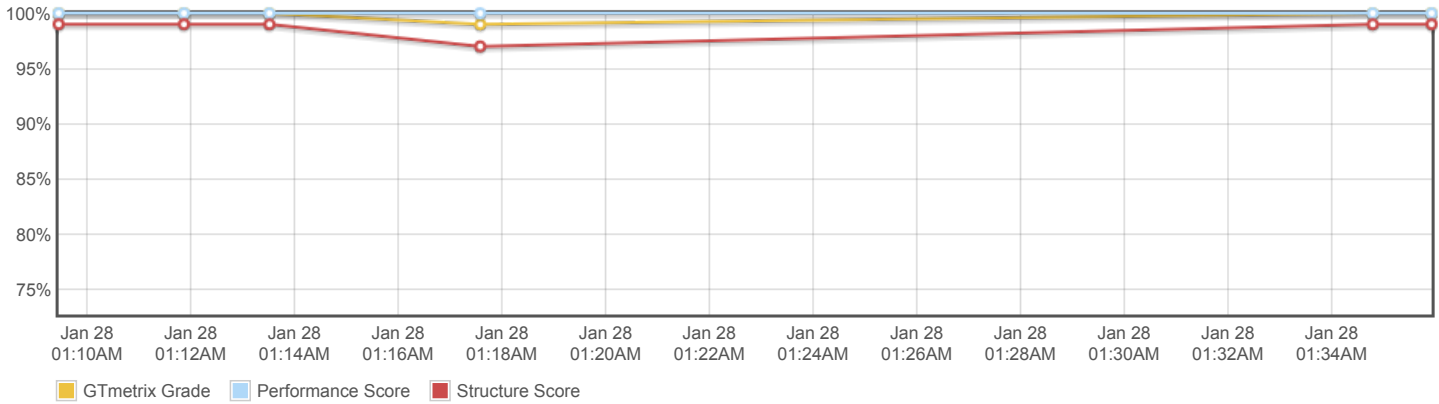
About GTmetrix



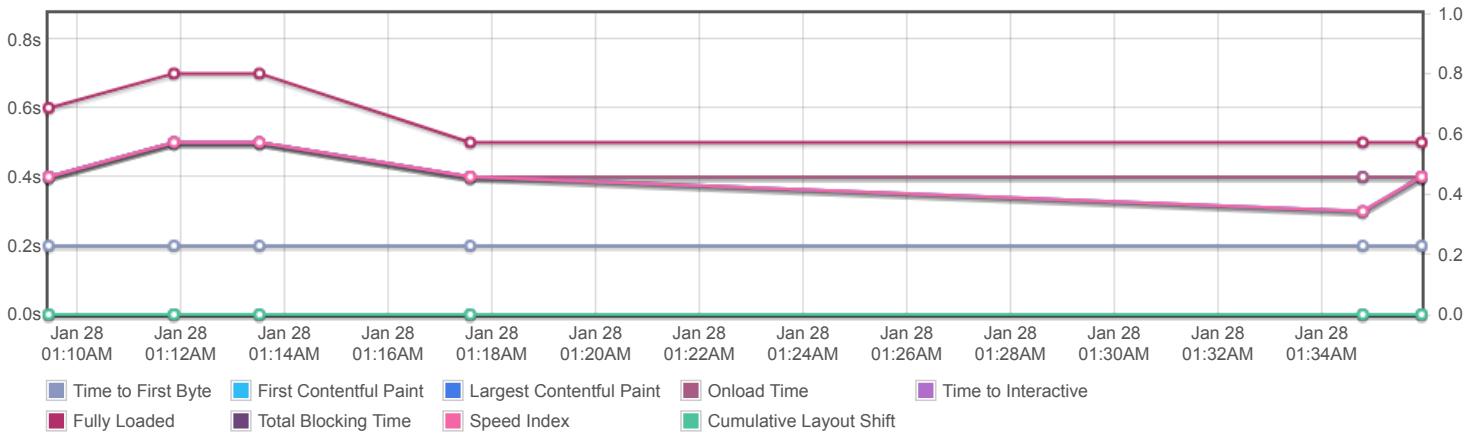
GTmetrix is developed by the good folks at Carbon60, a Canadian hosting company with over 26 years experience in web technology.

<https://carbon60.com/>

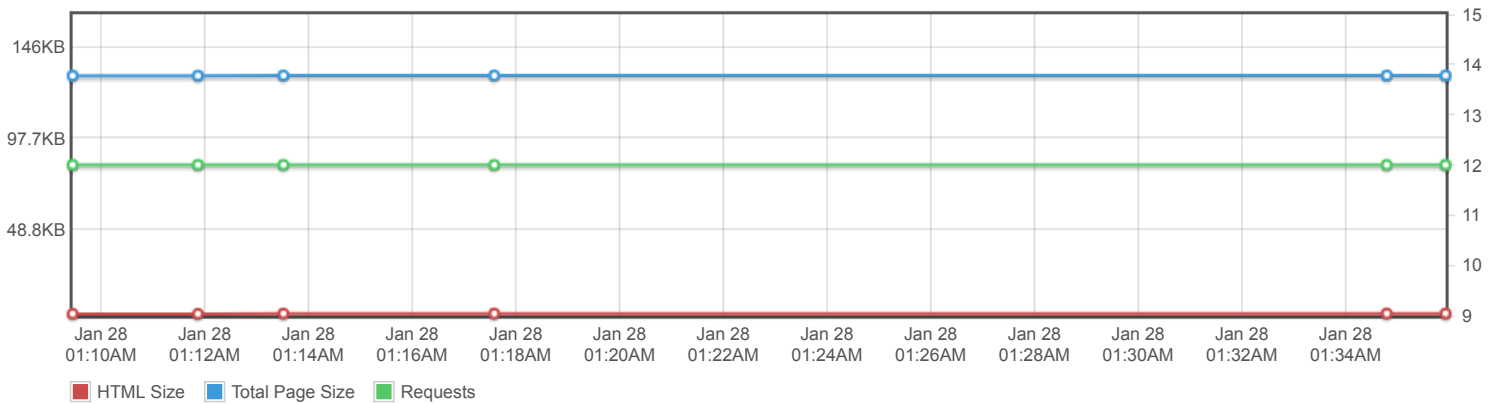
Page scores



Page metrics

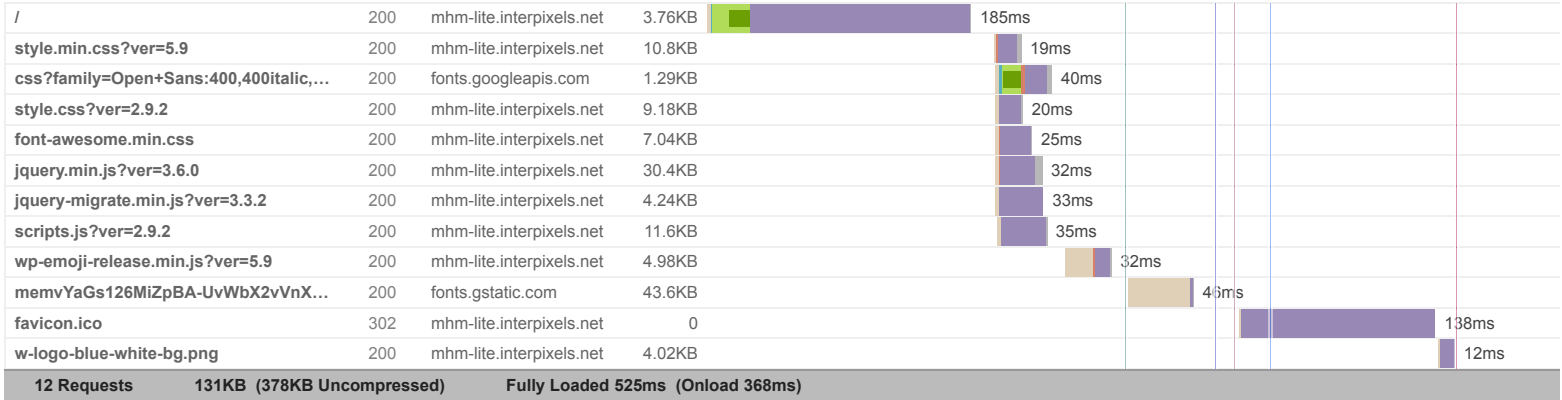


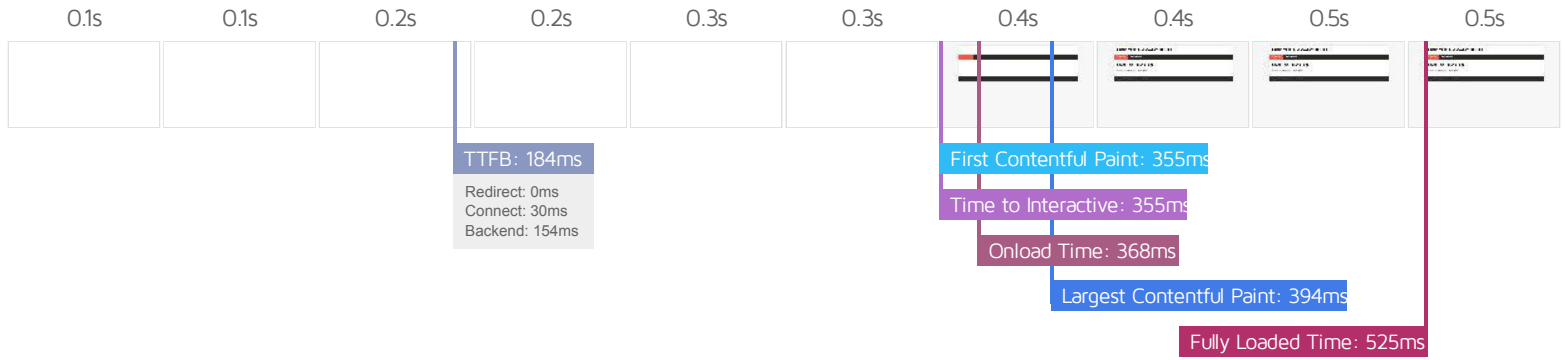
Page sizes and request counts



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: MH Magazine Lite





Performance Metrics

<p>First Contentful Paint</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>355ms</p>	<p>Time to Interactive</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>355ms</p>
<p>Speed Index</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>360ms</p>	<p>Total Blocking Time</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>0ms</p>
<p>Largest Contentful Paint</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>393ms</p>	<p>Cumulative Layout Shift</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>0</p>

Browser Timings

Redirect	0ms	Connect	30ms	Backend	154ms
TTFB	184ms	DOM Int.	290ms	DOM Loaded	293ms
First Paint	355ms	Onload	368ms	Fully Loaded	525ms

IMPACT	AUDIT	
Low	Use a Content Delivery Network (CDN)	7 resources found
Low	Eliminate render-blocking resources	Potential savings of 37ms
Low	Avoid an excessive DOM size	42 elements
Low	Avoid enormous network payloads	Total size was 132KB
Low	Serve static assets with an efficient cache policy	Potential savings of 7.32KB
Low	Ensure text remains visible during webfont load	1 font found
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	47ms spent executing JavaScript
Low	Reduce unused CSS	Potential savings of 10.8KB
Low	Reduce initial server response time	Root document took 154ms
Low	Avoid large layout shifts	1 element found
Low	Avoid chaining critical requests	7 chains found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 228ms
N/A	Reduce the impact of third-party code	Total size was 45.5KB
N/A	User Timing marks and measures	