



Performance Report for: <https://hydrogenenergysupplychain.com/>

Report generated: Mon, Jan 3, 2022 5:38 PM -0800
 Test Server Location: Sydney, Australia
 Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 8.3.0



Top Issues

IMPACT	AUDIT	
High	Reduce initial server response time	Root document took 2.1s
Med	Serve static assets with an efficient cache policy	Potential savings of 2.30MB
Med	Avoid large layout shifts	5 elements found
Med-Low	Use a Content Delivery Network (CDN)	27 resources found
Med-Low	Avoid enormous network payloads	Total size was 3.18MB

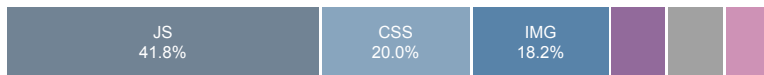
Page Details



Total Page Size - 3.18MB



Total Page Requests - 55



■ 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

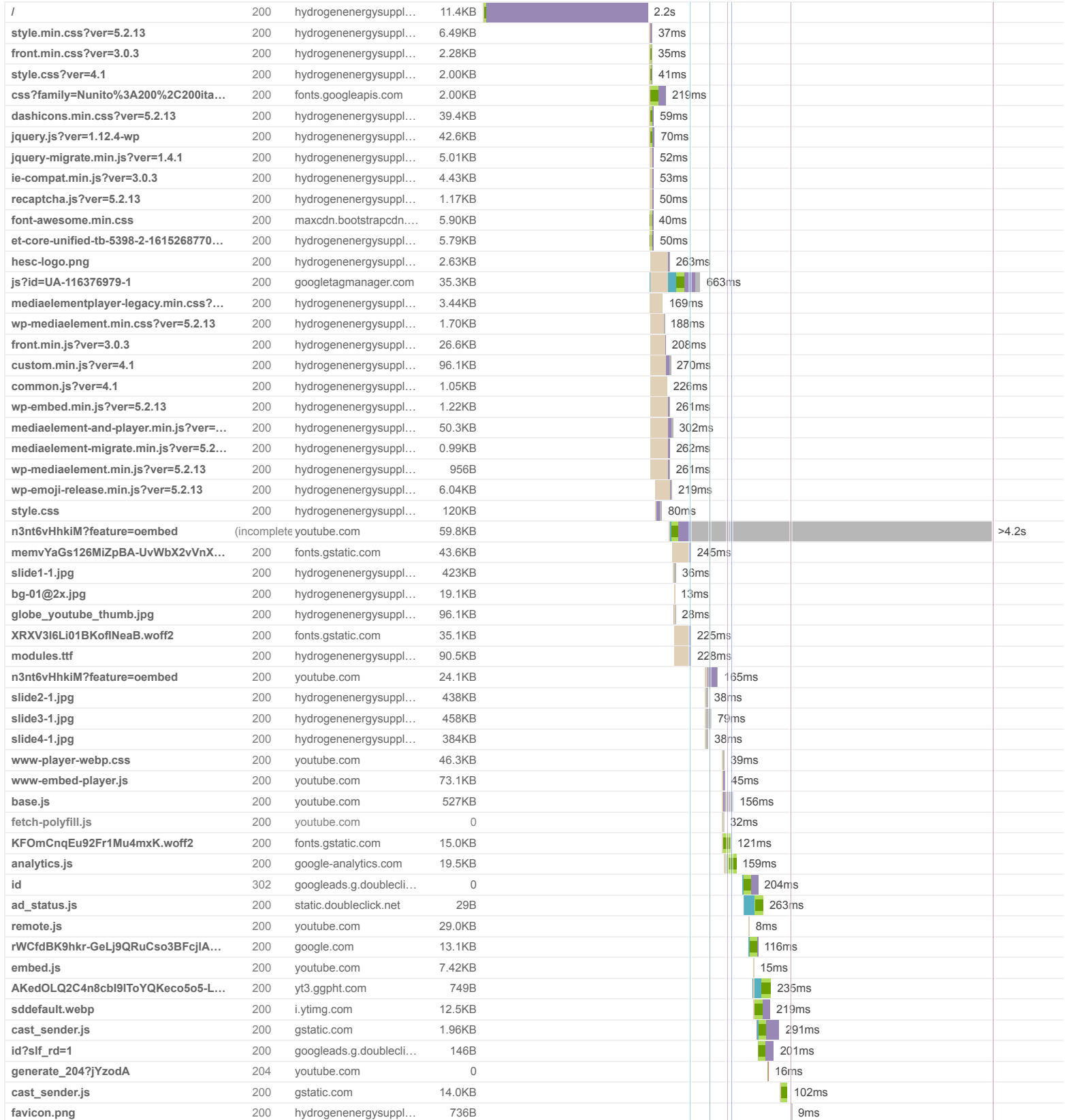


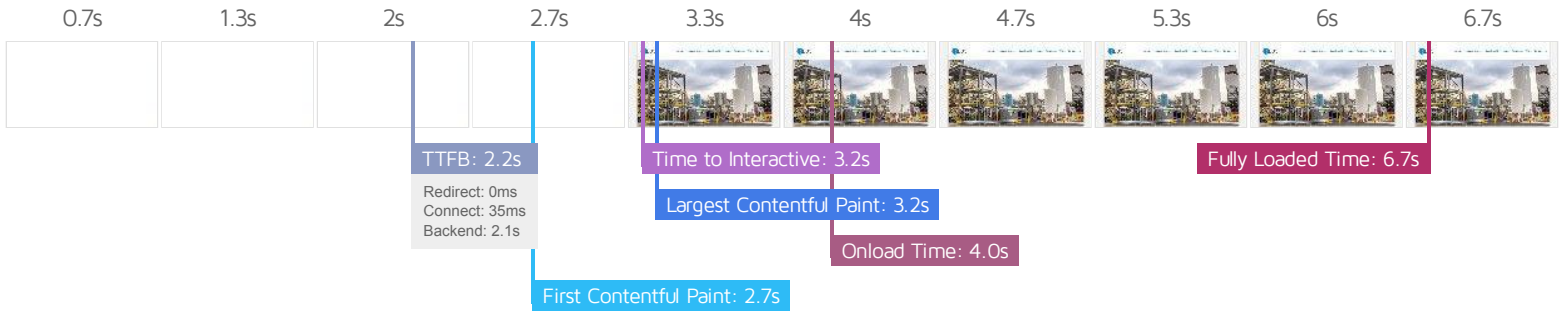
GTmetrix is developed by the good folks at Carbon60, a Canadian hosting company with over 26 years experience in web technology.

<https://carbon60.com/>

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.

Hydrogen Energy Supply Chain | Making a global hyd...supply chain between Australia and Japan a reality





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>Much longer than recommended</p> <p>2.7s</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>OK, but consider improvement</p> <p>3.2s</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>Much longer than recommended</p> <p>3.0s</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>OK, but consider improvement</p> <p>162ms</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>Much longer than recommended</p> <p>3.2s</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>Much more than recommended</p> <p>0.34</p>

Browser Timings

Redirect	0ms	Connect	35ms	Backend	2.1s
TTFB	2.2s	First Paint	2.7s	DOM Int.	2.8s
DOM Loaded	3.0s	Onload	4.0s	Fully Loaded	6.7s

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Med-Low	Use a Content Delivery Network (CDN)	27 resources found
Med-Low	Avoid enormous network payloads	Total size was 3.18MB
Med-Low	Eliminate render-blocking resources	Potential savings of 202ms
Med-Low	Lazy load third-party resources with facades	1 facade alternative available
Med-Low	Avoid CSS @import	1 resource found
Low	Defer offscreen images	Potential savings of 1.23MB
Low	Avoid chaining critical requests	20 chains found
Low	Avoid long main-thread tasks	5 long tasks found
Low	Use HTTP/2 for all resources	Potential savings of 240ms
Low	Efficiently encode images	Potential savings of 89.0KB
Low	Reduce unused CSS	Potential savings of 160KB
Low	Serve images in next-gen formats	Potential savings of 935KB
Low	Reduce unused JavaScript	Potential savings of 130KB
Low	Avoid an excessive DOM size	220 elements
Low	Ensure text remains visible during webfont load	3 fonts found
Low	Reduce JavaScript execution time	357ms spent executing JavaScript
Low	Avoid serving legacy JavaScript to modern browsers	Potential savings of 18.6KB
Low	Avoid non-composited animations	1 animated element found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 1.1s

N/A

Reduce the impact of third-party code

Third-party code blocked the main thread for 4ms

N/A

User Timing marks and measures