

## Redmine - Feature #1024

### Remove unneeded .js files to speed page load

2008-04-09 02:50 - W Snyder

<b>Status:</b>	New	<b>Start date:</b>	2008-04-09
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Resolution:</b>			
<b>Description</b>			
<p>I'm finding the load of the first page by a user is very slow over medium speed links. I think this is simply due to the fact that base.rhtml includes 5 javascript files, which are <b>172KB</b> in size.</p> <p>I wonder if any of these could be disabled? For example, is there any drag-and-drop in redmine?</p> <p>If they're all needed, perhaps they can be all "cat"ed together to improve performance? I've done this with the .css files already to good benefit.</p> <p>BTW, see for example</p> <p><a href="http://infovore.org/archives/2006/07/11/javascript_include_tag-defaults-considered-harmful/">http://infovore.org/archives/2006/07/11/javascript_include_tag-defaults-considered-harmful/</a></p> <p>which came up in my quest to understand how rails deals with javascript_include_tag.</p> <p>Thanks</p>			

#### History

##### #1 - 2008-04-09 16:56 - Rocco Stanzione

+1 for the potential performance benefit. We don't even get to cache the javascripts, even going through a caching proxy, because Rails deliberately prevents it by appending a timestamp to the filenames. We could omit js includes from layouts/base altogether and make use of `<%= yield :header_tags %>` to allow each view to specify which .js files it needs.

##### #2 - 2012-10-30 21:32 - Daniel Felix

Has this thing already be reviewed?

In the past 4 years there some been many commits. This should be checked, maybe a Modernizr implementation would be helpful to help the migration to HTML5 and CSS3. This way, there could be some lazy loading JS implementation. Just as an idea.