

Redmine - Feature #1024

Remove unneeded .js files to speed page load

2008-04-09 02:50 - W Snyder

Status:	New	Start date:	2008-04-09
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
<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 172KB 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>http://infovore.org/archives/2006/07/11/javascript_include_tag-defaults-considered-harmful/</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.