

## Foreman - Refactor #14117

### Javascript should be loaded async, prevents painting being blocked to reduce load times

03/09/2016 06:01 AM - Daniel Lobato Garcia

<b>Status:</b> New	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Performance	
<b>Target version:</b>	
<b>Difficulty:</b>	<b>Fixed in Releases:</b>
<b>Triaged:</b>	<b>Found in Releases:</b>
<b>Bugzilla link:</b>	<b>Red Hat JIRA:</b>
<b>Pull request:</b>	
<b>Description</b>	
<b>Problem</b> Currently, we have a bunch of javascript_include_tag, and other script tags that are not crucial for loading the page, but they block loading and rendering the page. This means the user won't see anything until our big blob of js application.js has been downloaded and ran.	
<b>Solution</b> To solve this, we can just mark all JS tags and script tags as async. This alone would bring 'time to paint' down severely, up to 50%. We would need to tweak some elements to load only when the associated JS has loaded, and handle dependencies between JS files properly. I graphed time to render for multiple configurations.  Currently /hosts renders at about 1000s - <a href="http://i.imgur.com/cyEiQrR.png">http://i.imgur.com/cyEiQrR.png</a>  Async loading of all JS files in 1 file, /hosts renders in about 500ms - <a href="http://i.imgur.com/gSimgiE.png">http://i.imgur.com/gSimgiE.png</a>	

#### History

##### #1 - 03/09/2016 06:02 AM - The Foreman Bot

- Status changed from New to Ready For Testing
- Pull request <https://github.com/foreman/foreman/pull/3301> added

##### #2 - 04/13/2017 03:37 AM - Dominic Cleal

- Tracker changed from Feature to Refactor
- Subject changed from Javascript should not block painting to reduce load times up to 50% to Javascript should be loaded async, prevents painting being blocked to reduce load times
- Status changed from Ready For Testing to New
- Assignee deleted (Daniel Lobato Garcia)

##### #3 - 04/13/2017 03:37 AM - Dominic Cleal

- Pull request deleted (<https://github.com/foreman/foreman/pull/3301>)