We use perf.mark (vs/base/common/performance) and performance.mark (browser-native) to name certain moments in VS Code's startup timeline. The following is an inventory of these marks:

name	context	description
code/timeOrigin	electron-main, electron-renderer, browser-renderer, webworker, nodejs	Marks the origin, usually the same value as the native timeOrigin property. Is polyfilled in safari and not available
code/didStartMain	electron-main	in safari web workers Marks the start of the electron main process.
code/mainAppReady	electron-main	Marks the receiving of the appReady event from <i>electron</i> .
code/willLoadMainBundleelectron-main		Marks the point before loading the main bundle of the main process.
code/didLoadMainBundle	electron-main	Marks the point after loading the main bundle of the main process.
code/willOpenNewWindow	electron-main	Marks the point at which a new renderer/browser window is being created. This event occurs repeatedly.
code/didStartRenderer	browser-renderer, electron-renderer	Marks the start of the renderer. Should be set by embedders.
code/willShowPartsSpla	shectron-renderer	Marks the point before the in-place-splash screen (rapid render) is being created
code/didShowPartsSplas	helectron-renderer	Marks the point at which the in-place-splash screen (rapid render) is showing
code/willLoadWorkbench	Malentron-renderer	Marks the point before
code, willhoudworkbellen	browser-renderer	loading the main bundle of the renderer.
code/didLoadWorkbenchM	æinctron-renderer, browser-renderer	Marks the point after loading the main bundle of the renderer.

name	context	description
code/willWait	ForShellEmlectron-renderer	Marks the start of resolving the shell environment (obsolete soon #108804)
code/didWaitF	orShellEnwelectron-renderer	Marks the end of resolving the shell environment (obsolete soon #108804)
code/willInit	WorkspaceSdrotiron-renderer	Marks the start of resolving the workspace and associated configuration (blocking)
code/didInitW	orkspaceSedvdtren-renderer	Marks the end of resolving the workspace and associated configuration (blocking)
code/willInit	WorkspaceStlectage-renderer	Marks the start of resolving the UI state storage (blocking)
code/didInitW	orkspaceStdrægen-renderer	Marks the end of resolving the UI state storage (blocking)
code/willStar	tWorkbenchelectron-renderer	Marks the beginning of creating and restoring the workbench and services
code/Lifecycl	ePhase/ <phalse⊅ron-renderer, browser-renderer</phalse⊅ron-renderer, 	Marks the workbench lifecycle phase, potential values for <phase> are starting, ready, restored, and eventually</phase>
code/willRest	oreEditorselectron-renderer,	Marks the point before
	browser-renderer	creating/restoring editors.
code/willRest	oreViewletelectron-renderer,	Marks the point before
	browser-renderer	creating the viewlet.  Note that this is just creation, not population.
code/willRest	,	Marks the point before
	browser-renderer	creating the bottom panel.
code/didResto	reViewlet electron-renderer, browser-renderer	Marks the point after creating the viewlet.

name	context	description
code/didRestorePanel	electron-renderer, browser-renderer	Marks the point after creating the bottom panel.
code/didRestoreEditors	electron-renderer, browser-renderer	Marks the point after creating/restoring editors.
code/didStartWorkbench	renderer	Marks the end of creating and restoring the workbench and services
code/didRemovePartsSpl	ashctron-renderer, browser-renderer	Marks the point at which the in-place-spash screen (rapid render) is removed
code/willLoadExtension	ælectron-renderer, browser-renderer	Marks the point before starting extension hosts and discovering registered extensions
code/willHandleExtensi	orlPctimtsrenderer, browser-renderer	Marks the point before processing package.json-data from extensions
code/didHandleExtensio	<b>nHedtros</b> -renderer, browser-renderer	Marks the point after processing package.json-data from extensions
code/didLoadExtensions	electron-renderer, browser-renderer	Marks the point after starting extension hosts and discovering registered extensions
code/registerFilesyste	m/stabemeenderer, browser-renderer, electron-main	Marks the point at which a file system has been registered. The last segment of the name is the scheme of the file system
code/fork/start	nodejs	Marks the point when JS execution begins on the extension host process
code/fork/willLoadCode	nodejs	Marks the point when AMD code loading begins on the extension host process

name	context	description
code/extHost	/willConnecttTddFjendterbevrorker	Marks the point when the extension host code
code/extHost	/didConnectTodkejsderer	is loaded and executing Marks the point when a socket was established to the renderer process
code/extHost	/didWaitFonIondejBatæbworker	Marks the point when the extension host init data was received
code/extHost	/didCreateSændrijseswebworker	Marks the point when services are created
code/extHost	/willWaitForn@dorjfjgvebworker	Marks the point when waiting begins for the configuration options to be sent by renderer
code/extHost	/didWaitFonConAfjigwebworker	Marks the point when the configuration options were received from the renderer
code/extHost	${f /didInitAPInodejs,\ webworker}$	Marks the point when require ('vscode') is up and running
code/extHost	/didInitPro <b>xydæjs</b> olver	Marks the point when proxy settings have been configured
code/extHost	/willResolvæ@Addetjkority/ <aut< td=""><td>horityPr\daik&gt; the point when a resolver will be invoked</td></aut<>	horityPr\daik> the point when a resolver will be invoked
code/extHost	/didResolv <b>enAnndthjs</b> rityOK/ <au< td=""><td>thorityR<b>def</b>kisx≯he point when a</td></au<>	thorityR <b>def</b> kisx≯he point when a
code/extHost	/didResolv <b>enAnnthjs</b> rityError/	resolver has resolved OK <authoritypkeflixpoint a="" has="" resolved<="" resolver="" td="" when=""></authoritypkeflixpoint>
code/extHost	/ready nodejs, webworker	with an error Marks the point when the extension host process is ready to
code/extHost	/willFetchE <b>xtewsikm</b> Code/ <e< td=""><td>generally load extensions  xtId&gt; Marks the point when the code for an extension will be fetched</td></e<>	generally load extensions  xtId> Marks the point when the code for an extension will be fetched
code/extHost	/didFetchEx <b>wehrobok</b> @ode/ <ex< td=""><td></td></ex<>	

name	context	description
code/extHost/willLoad	lExtredesjion@dden/&extId>	Marks the point when the code for an extension will be executed
code/extHost/didLoadH	Extenskijen (lodev/AextId>	Marks the point when the code for an extension has been executed
code/extHost/willAct	ivate£ajsems:lovn/rkextId>	Marks the point when activate() will be called for an extension
code/extHost/didActiv	vatendetjen sviebny (stehet Id>	Marks the point when activate() has resolved for an extension
code/server/start	nodejs	Marks the start of the server process
code/server/started	nodejs	Marks the point when the server is listening for incoming connections at the configured port / domain socket
code/server/codeLoade	ed nodejs	Marks the point when the server code is loaded
code/server/ready	nodejs	Marks the point when the server is fully initialized
code/server/firstRequ	ı <b>est</b> odejs	Marks the point when the server receives a first request
code/server/firstWebS	So akređejs	Marks the point when the server receives a first WebSocket