



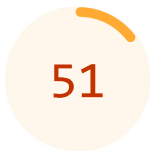
Performance



PWA

There were issues affecting this run of Lighthouse:

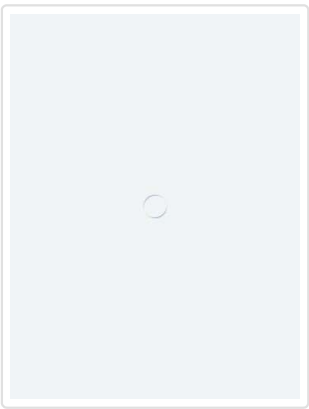
- There may be stored data affecting loading performance in this location: IndexedDB. Audit this page in an incognito window to prevent those resources from affecting your scores.



Performance

Values are estimated and may vary. The [performance score is calculated](#) directly from these metrics. [See calculator.](#)

▲ 0–49 50–89 90–100



METRICS

Expand view

▲ First Contentful Paint

2.2 s

Time to Interactive

3.1 s

▲ Speed Index

6.3 s

Total Blocking Time

200 ms

▲ Largest Contentful Paint

5.0 s

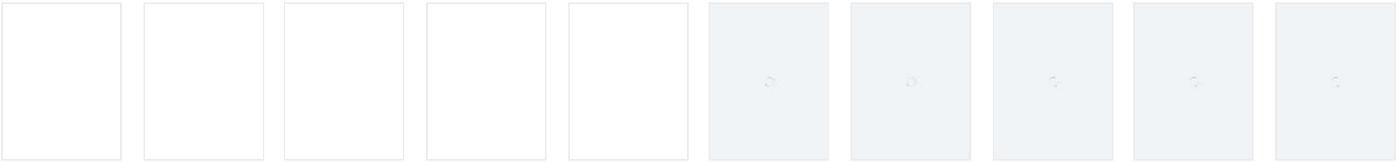
Cumulative Layout Shift

0.032

[View Original Trace](#)



[View Treemap](#)



Show audits relevant to: All **FCP** **TBT** **LCP** **CLS**

OPPORTUNITIES

Opportunity Estimated Savings

Reduce unused JavaScript 0.92 s

Reduce unused JavaScript and defer loading scripts until they are required to decrease bytes consumed by network activity.
[Learn more.](#) **LCP**

If you are not server-side rendering, [split your JavaScript bundles](#) with `React.lazy()`. Otherwise, code-split using a third-party library such as [loadable-components](#).

☒ Show 3rd-party resources (2)

URL	Transfer Size	Potential Savings
...js/11.98b99e6b.chunk.js (sharks.scenes.social)	1,182.1 KiB	509.9 KiB
chrome-extension://fmkadmaggofadopljbjfkapdkoienihi/build/react_devtools_backend.js	512.2 KiB	298.8 KiB
...js/13.1973771f.chunk.js (sharks.scenes.social)	117.0 KiB	71.5 KiB
...js/main.3b20bdf2.chunk.js (sharks.scenes.social)	97.5 KiB	63.5 KiB
...js/1.63f0b910.chunk.js (sharks.scenes.social)	57.8 KiB	34.7 KiB
/logger-1.min.js (cdn.lr-in.com)	157.3 KiB	31.0 KiB
...dist/css-tree-validator.js (cdn.jsdelivr.net)	47.7 KiB	22.0 KiB

Preconnect to required origins 0.59 s

Consider adding `preconnect` or `dns-prefetch` resource hints to establish early connections to important third-party origins.
[Learn more.](#) **FCP** **LCP**

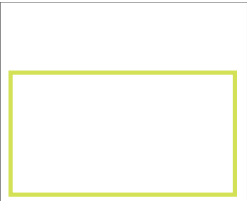
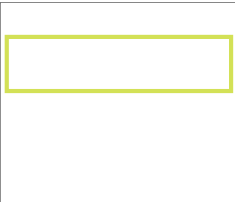
URL	Potential Savings
https://r.lr-in.com	590 ms

URL	Potential Savings
https://fonts.googleapis.com	110 ms
https://scenes-ruby-api.avalonmeta.com	80 ms
https://scenes-channels-api.avalonmeta.com	80 ms

Properly size images

0.4 s ^

Serve images that are appropriately-sized to save cellular data and improve load time. [Learn more.](#)

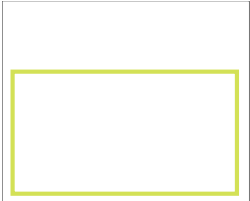
	URL	Resource Size	Potential Savings
img.user-img.flex-none	/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	246.9 KiB	246.4 KiB
img.block.h-full.w-full.rounded	/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	132.9 KiB	97.2 KiB
 img.block.h-full.w-full	/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	39.8 KiB	34.9 KiB
img.block.h-full.w-full	/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	39.1 KiB	34.5 KiB
img.user-img.flex-none	/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	34.0 KiB	33.9 KiB
 img.h-32.w-full.object-cover.lg:h-48	/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	31.0 KiB	27.5 KiB

Preload Largest Contentful Paint image

0.32 s ^

Preload the image used by the LCP element in order to improve your LCP time. [Learn more.](#) LCP

URL	Potential Savings
-----	-------------------

URL		Potential Savings
	img.bl ock.h- full.w- full /eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	320 ms

Minify JavaScript

0.16 s ^

Minifying JavaScript files can reduce payload sizes and script parse time. [Learn more.](#) FCP LCP



If your build system minifies JS files automatically, ensure that you are deploying the production build of your application. You can check this with the React Developer Tools extension. [Learn more.](#)

URL	Transfer Size	Potential Savings
chrome-extension://fmkadmappgofadopljbjfkapdkoienihi/build/react_devtools_backend.js	512.2 KiB	223.2 KiB

These suggestions can help your page load faster. They don't [directly affect](#) the Performance score.

DIAGNOSTICS

▲ Ensure text remains visible during webfont load ^

Leverage the font-display CSS feature to ensure text is user-visible while webfonts are loading. [Learn more.](#) FCP LCP

URL	Potential Savings
...media/Geomanist-Regular.bec173d8.otf (sharks.scenes.social)	3,000 ms
...media/Inter-Regular.23917250.ttf (sharks.scenes.social)	580 ms
...media/Inter-Medium.e7231ba3.ttf (sharks.scenes.social)	970 ms

▲ Registers an `unload` listener ^

The ``unload`` event does not fire reliably and listening for it can prevent browser optimizations like the Back-Forward Cache. Use ``pagehide`` or ``visibilitychange`` events instead. [Learn more](#)

Source

11.98b99e6b.chunk.js:2

▲ Avoid enormous network payloads — Total size was 4,178 KiB ^

Large network payloads cost users real money and are highly correlated with long load times. [Learn more](#). LCP

☒ Show 3rd-party resources (4)

URL	Transfer Size
...js/11.98b99e6b.chunk.js (sharks.scenes.social)	1,182.1 KiB
chrome-extension://fmkadmapgofadopljbjfkapdkoienihi/build/react_devtools_backend.js	512.2 KiB
...media/Inter-Medium.e7231ba3.ttf (sharks.scenes.social)	307.6 KiB
...media/Inter-Regular.23917250.ttf (sharks.scenes.social)	302.9 KiB
/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	247.7 KiB
/logger-1.min.js (cdn.lr-in.com)	157.3 KiB
/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	133.5 KiB
/eyJidWNrZ... (d2iyvt1bqjp5u8.cloudfront.net)	127.6 KiB
...js/13.1973771f.chunk.js (sharks.scenes.social)	117.0 KiB
...js/main.3b20bdf2.chunk.js (sharks.scenes.social)	97.5 KiB

▲ Serve static assets with an efficient cache policy — 4 resources found ^

A long cache lifetime can speed up repeat visits to your page. [Learn more](#).

URL	Cache TTL	Transfer Size
/_r?sdk=... (app.link)	None	1 KiB
/branch-latest.min.js (cdn.branch.io)	5 m	24 KiB
/logger-1.min.js (cdn.lr-in.com)	4 h	157 KiB
...dist/csstree-validator.js (cdn.jsdelivr.net)	7 d	48 KiB

Avoid an excessive DOM size — 826 elements

A large DOM will increase memory usage, cause longer [style calculations](#), and produce costly [layout reflows](#). [Learn more](#). TBT



Consider using a "windowing" library like `react-window` to minimize the number of DOM nodes created if you are rendering many repeated elements on the page. [Learn more](#). Also, minimize unnecessary re-renders using `shouldComponentUpdate`, `PureComponent`, or `React.memo` and [skip effects](#) only until certain dependencies have changed if you are using the `Effect` hook to improve runtime performance.

Statistic	Element	Value
Total DOM Elements		826
Maximum DOM Depth	span.text-xs.cursor-pointer.text__link	25
Maximum Child Elements	div.text-base.text__body.break-words	14

Avoid chaining critical requests — 11 chains found

The Critical Request Chains below show you what resources are loaded with a high priority. Consider reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load. [Learn more](#). FCP LCP

Maximum critical path latency: 14,650 ms

Initial Navigation

- https://sharks.scenes.social
 - ...css/11.c555a5a3.chunk.css (sharks.scenes.social) - 150 ms, 8.31 KiB
 - ...css/main.3412f206.chunk.css (sharks.scenes.social)
 - ...media/Geomanist-Regular.bec173d8.otf (sharks.scenes.social) - 3,740 ms, 25.15 KiB

...media/Inter-Regular.23917250.ttf (sharks.scenes.social) - **580 ms, 302.92 KiB**

...media/Inter-Medium.e7231ba3.ttf (sharks.scenes.social) - **970 ms, 307.65 KiB**

data:application/font-woff;charset=utf-8;base64, d09GRgABA...+xHU... - **10 ms, 1.59 KiB**

...sharks.scenes.social/61a6bca6-6687-4460-b0eb-84ed63b22ca2 - **30 ms, 0.00 KiB**

...sharks.scenes.social/d5c7d85f-16ce-41de-b0ed-2f79b374fe68 - **50 ms, 0.00 KiB**

...sharks.scenes.social/8ce2d354-7f37-49d0-b889-3bb2ca66e5a7 - **30 ms, 0.00 KiB**

...dist/csstree-validator.js (cdn.jsdelivr.net) - **120 ms, 47.74 KiB**

...js/11.98b99e6b.chunk.js (sharks.scenes.social) - **6,450 ms, 1,182.11 KiB**

...js/main.3b20bdf2.chunk.js (sharks.scenes.social)

...css/13.bbb4254e.chunk.css (sharks.scenes.social) - **250 ms, 2.83 KiB**

User Timing marks and measures — 5 user timings

Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. [Learn more.](#)



Use the React DevTools Profiler, which makes use of the Profiler API, to measure the rendering performance of your components. [Learn more.](#)

Name	Type	Start Time	Duration
__v3	Mark	183.05 ms	
sentry-tracing-init	Mark	6,949.59 ms	
__v3	Mark	7,191.62 ms	
@grammarly-extension:checkScriptInitStart	Mark	7,279.78 ms	
@grammarly-extension:checkScriptInitEnd	Mark	7,284.96 ms	

Keep request counts low and transfer sizes small — 78 requests • 4,174 KiB

To set budgets for the quantity and size of page resources, add a budget.json file. [Learn more.](#)

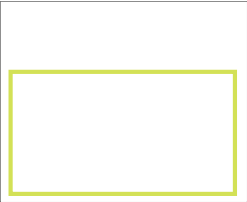
Resource Type	Requests	Transfer Size
Total	78	4,174.1 KiB
Script	20	2,275.5 KiB

Resource Type	Requests	Transfer Size
Image	18	1,069.4 KiB
Font	3	635.7 KiB
Other	31	127.1 KiB
Stylesheet	5	63.3 KiB
Document	1	3.1 KiB
Media	0	0.0 KiB
Third-party	59	1,946.4 KiB

Largest Contentful Paint element — 1 element found

This is the largest contentful element painted within the viewport. [Learn More](#) LCP

Element



img.block.h-full.w-full

Avoid large layout shifts — 2 elements found

These DOM elements contribute most to the CLS of the page. CLS

Element	CLS Contribution
div.mt-8.mx-1.text-lg.text__title.font-Inter.font-semibold.tracking-tight	0.017
div.w-full.flex.justify-center.my-1.h-4	0.013

Avoid long main-thread tasks — 3 long tasks found

Lists the longest tasks on the main thread, useful for identifying worst contributors to input delay. [Learn more](#) TBT

URL	Start Time	Duration
...js/main.3b20bdf2.chunk.js (sharks.scenes.social)	2,576 ms	268 ms
...js/11.98b99e6b.chunk.js (sharks.scenes.social)	2,336 ms	71 ms
chrome-extension://bnjjngeaknajbdcgpfkgnonkmifihfo/build/content-script.js	531 ms	68 ms

More information about the performance of your application. These numbers don't [directly affect](#) the Performance score.

PASSED AUDITS (24)

Hide

Eliminate render-blocking resources — Potential savings of 110 ms

Resources are blocking the first paint of your page. Consider delivering critical JS/CSS inline and deferring all non-critical JS/styles. [Learn more](#). FCP LCP

☒ Show 3rd-party resources (1)

URL	Transfer Size	Potential Savings
...css/main.3412f206.chunk.css (sharks.scenes.social)	47.2 KiB	160 ms
...dist/csstree-validator.js (cdn.jsdelivr.net)	47.7 KiB	310 ms

Defer offscreen images

Consider lazy-loading offscreen and hidden images after all critical resources have finished loading to lower time to interactive. [Learn more](#).

Minify CSS

Minifying CSS files can reduce network payload sizes. [Learn more](#). FCP LCP



If your build system minifies CSS files automatically, ensure that you are deploying the production build of your application. You can check this with the React Developer Tools extension. [Learn more](#).

Reduce unused CSS — Potential savings of 44 KiB

Reduce unused rules from stylesheets and defer CSS not used for above-the-fold content to decrease bytes consumed by network activity. [Learn more.](#) FCP LCP

URL	Transfer Size	Potential Savings
...css/main.3412f206.chunk.css (sharks.scenes.social)	47.2 KiB	43.8 KiB

Efficiently encode images

Optimized images load faster and consume less cellular data. [Learn more.](#)

Serve images in next-gen formats

Image formats like WebP and AVIF often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. [Learn more.](#)


Enable text compression — Potential savings of 65 KiB

Text-based resources should be served with compression (gzip, deflate or brotli) to minimize total network bytes. [Learn more.](#) FCP LCP

URL	Transfer Size	Potential Savings
...v4/scenes_notifications?community_id=3852 (scenes-ruby-api.avalonmeta.com)	24.7 KiB	22.3 KiB
...368/channels?timezone=Asia/Calcutta (scenes-channels-api.avalonmeta.com)	17.8 KiB	15.3 KiB
...user_community_roles/list?next_page_id= (scenes-channels-api.avalonmeta.com)	15.5 KiB	13.3 KiB
...3852/feed?page=1 (scenes-ruby-api.avalonmeta.com)	16.4 KiB	11.8 KiB
...v4/groups?timezone=Asia/Calcutta (scenes-channels-api.avalonmeta.com)	4.0 KiB	2.5 KiB

Initial server response time was short — Root document took 140 ms

Keep the server response time for the main document short because all other requests depend on it. [Learn more.](#) FCP LCP

 If you are server-side rendering any React components, consider using ``renderToNodeStream()`` or ``renderToStaticNodeStream()`` to allow the client to receive and hydrate different parts of the markup instead of all at

once. [Learn more](#).

URL	Time Spent
https://sharks.scenes.social	140 ms

Avoid multiple page redirects

Redirects introduce additional delays before the page can be loaded. [Learn more](#). FCP LCP



If you are using React Router, minimize usage of the `<Redirect>` component for [route navigations](#).

Preload key requests

Consider using `<link rel=preload>` to prioritize fetching resources that are currently requested later in page load. [Learn more](#). FCP LCP

Use HTTP/2

HTTP/2 offers many benefits over HTTP/1.1, including binary headers and multiplexing. [Learn more](#).

Use video formats for animated content

Large GIFs are inefficient for delivering animated content. Consider using MPEG4/WebM videos for animations and PNG/WebP for static images instead of GIF to save network bytes. [Learn more](#) LCP

Remove duplicate modules in JavaScript bundles

Remove large, duplicate JavaScript modules from bundles to reduce unnecessary bytes consumed by network activity. TBT

Avoid serving legacy JavaScript to modern browsers — Potential savings of 24 KiB

Polyfills and transforms enable legacy browsers to use new JavaScript features. However, many aren't necessary for modern browsers. For your bundled JavaScript, adopt a modern script deployment strategy using module/nomodule feature detection to reduce the amount of code shipped to modern browsers, while retaining support for legacy browsers. [Learn More](#) TBT

☐ Show 3rd-party resources (1)

URL	Potential Savings
-----	-------------------

URL	Potential Savings
...js/11.98b99e6b.chunk.js (sharks.scenes.social)	9.6 KiB
11.98b99e6b.chunk.js:2	@babel/plugin-transform-classes
11.98b99e6b.chunk.js:2	Date.now
11.98b99e6b.chunk.js:2	Object.defineProperties
11.98b99e6b.chunk.js:2	Array.prototype.forEach
11.98b99e6b.chunk.js:2	Object.keys
11.98b99e6b.chunk.js:2	Object.defineProperty
11.98b99e6b.chunk.js:2	Array.prototype.filter
11.98b99e6b.chunk.js:2	Array.prototype.map
11.98b99e6b.chunk.js:2	Array.prototype.find
11.98b99e6b.chunk.js:2	Array.prototype.includes
11.98b99e6b.chunk.js:2	Array.prototype.some
11.98b99e6b.chunk.js:2	Array.isArray
11.98b99e6b.chunk.js:2	Object.getOwnPropertyDescriptors
11.98b99e6b.chunk.js:2	Array.from
11.98b99e6b.chunk.js:2	Array.prototype.findIndex
11.98b99e6b.chunk.js:2	Object.getPrototypeOf
11.98b99e6b.chunk.js:2	Object.setPrototypeOf
...js/1.63f0b910.chunk.js (sharks.scenes.social)	8.0 KiB
/static/js/1.63f0b910.chunk.js:2	@babel/plugin-transform-classes
/static/js/1.63f0b910.chunk.js:2	Array.prototype.find
...js/3.113b5149.chunk.js (sharks.scenes.social)	0.1 KiB
/static/js/3.113b5149.chunk.js:1	@babel/plugin-transform-classes
...js/4.65c84c9e.chunk.js (sharks.scenes.social)	0.0 KiB
/static/js/4.65c84c9e.chunk.js:1	@babel/plugin-transform-classes
...js/13.1973771f.chunk.js (sharks.scenes.social)	0.0 KiB
/static/js/13.1973771f.chunk.js:2	@babel/plugin-transform-classes

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. [Learn more](#). TBT

☒ Show 3rd-party resources (1)

URL	Total CPU Time	Script Evaluation	Script Parse
...js/11.98b99e6b.chunk.js (sharks.scenes.social)	921 ms	553 ms	52 ms
...js/main.3b20bdf2.chunk.js (sharks.scenes.social)	315 ms	304 ms	5 ms
Unattributable	218 ms	5 ms	0 ms
https://sharks.scenes.social	201 ms	69 ms	13 ms
chrome-extension://bnjjngeaknajbdcgpfkgnonkmififhfo/build/content-script.js	77 ms	34 ms	23 ms
/logger-1.min.js (cdn.lr-in.com)	67 ms	32 ms	7 ms

Minimizes main-thread work — 1.9 s



Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. [Learn more](#) TBT

Category	Time Spent
Script Evaluation	1,093 ms
Other	422 ms
Script Parsing & Compilation	135 ms
Rendering	131 ms
Style & Layout	112 ms
Garbage Collection	44 ms
Parse HTML & CSS	10 ms

Minimize third-party usage — Third-party code blocked the main thread for 0 ms



Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. [Learn more.](#) TBT

Third-Party	Transfer Size	Main-Thread Blocking Time
JSDelivr CDN	48 KiB	0 ms
...dist/csstree-validator.js (cdn.jsdelivr.net)	48 KiB	0 ms
Branch Metrics	25 KiB	0 ms
/branch-latest.min.js (cdn.branch.io)	24 KiB	0 ms
Google Fonts	0 KiB	0 ms
Mixpanel	0 KiB	0 ms


☐ Lazy load third-party resources with facades

Some third-party embeds can be lazy loaded. Consider replacing them with a facade until they are required. [Learn more.](#) TBT

Largest Contentful Paint image was not lazily loaded

Above-the-fold images that are lazily loaded render later in the page lifecycle, which can delay the largest contentful paint. [Learn more.](#)

Element



img.block.h-full.w-full

Uses passive listeners to improve scrolling performance

Consider marking your touch and wheel event listeners as `passive` to improve your page's scroll performance. [Learn more.](#)

Avoids `document.write()`

For users on slow connections, external scripts dynamically injected via `document.write()` can delay page load by tens of seconds. [Learn more](#).

○ Avoid non-composited animations ^

Animations which are not composited can be janky and increase CLS. [Learn more](#) CLS

Image elements have explicit `width` and `height` ^

Set an explicit width and height on image elements to reduce layout shifts and improve CLS. [Learn more](#) CLS

Has a `<meta name="viewport">` tag with `width` or `initial-scale` ^

A ``<meta name="viewport">`` not only optimizes your app for mobile screen sizes, but also prevents [a 300 millisecond delay to user input](#). [Learn more](#). TBT



PWA

These checks validate the aspects of a Progressive Web App. [Learn more](#).

INSTALLABLE

▲ Web app manifest or service worker do not meet the installability requirements — 3 reasons ^

Service worker is the technology that enables your app to use many Progressive Web App features, such as offline, add to homescreen, and push notifications. With proper service worker and manifest implementations, browsers can proactively prompt users to add your app to their homescreen, which can lead to higher engagement. [Learn more](#).

Failure reason

Manifest does not contain a suitable icon - PNG, SVG or WebP format of at least 144 px is required, the sizes attribute must be set, and the purpose attribute, if set, must include "any".

No matching service worker detected. You may need to reload the page, or check that the scope of the service worker for the current page encloses the scope and start URL from the manifest.

Failure reason

No supplied icon is at least 144 px square in PNG, SVG or WebP format, with the purpose attribute unset or set to "any"

PWA OPTIMIZED

▲ Does not register a service worker that controls page and `start_url` ^

The service worker is the technology that enables your app to use many Progressive Web App features, such as offline, add to homescreen, and push notifications. [Learn more](#).

▲ Is not configured for a custom splash screen **Failures: Manifest does not have a PNG icon of at least 512px.** ^

A themed splash screen ensures a high-quality experience when users launch your app from their homescreens. [Learn more](#).

Sets a theme color for the address bar. ^

The browser address bar can be themed to match your site. [Learn more](#).

○ Content is sized correctly for the viewport ^

If the width of your app's content doesn't match the width of the viewport, your app might not be optimized for mobile screens. [Learn more](#).

Has a `<meta name="viewport">` tag with `width` or `initial-scale` ^

A `<meta name="viewport">` not only optimizes your app for mobile screen sizes, but also prevents [a 300 millisecond delay to user input](#). [Learn more](#). TBT

Provides a valid `apple-touch-icon` ^

For ideal appearance on iOS when users add a progressive web app to the home screen, define an `apple-touch-icon`. It must point to a non-transparent 192px (or 180px) square PNG. [Learn More](#).

▲ Manifest doesn't have a maskable icon ^

A maskable icon ensures that the image fills the entire shape without being letterboxed when installing the app on a device. [Learn more](#).

ADDITIONAL ITEMS TO MANUALLY CHECK (3)

Hide

<input type="radio"/> Site works cross-browser	^
To reach the most number of users, sites should work across every major browser. Learn more .	
<input type="radio"/> Page transitions don't feel like they block on the network	^
Transitions should feel snappy as you tap around, even on a slow network. This experience is key to a user's perception of performance. Learn more .	
<input type="radio"/> Each page has a URL	^
Ensure individual pages are deep linkable via URL and that URLs are unique for the purpose of shareability on social media. Learn more .	

These checks are required by the baseline [PWA Checklist](#) but are not automatically checked by Lighthouse. They do not affect your score but it's important that you verify them manually.

■ Captured at Jul 14, 2022, 2:27 PM GMT+5:30

■ Emulated Desktop with Lighthouse 9.6.1

■ Single page load

■ Initial page load

■ Custom throttling

■ Using Chromium 103.0.0.0 with devtools

Generated by **Lighthouse** 9.6.1 | [File an issue](#)