Definitions	Levels
Tier 1: Critical for Firefox (should be tracked closely, and should not expire)	1 - Product
Tier 2: Useful and should be tracked continuously (but can expire and renew p...	2 - Component
Tier 3: May not be useful, has no data, or is unknown	3 - Code

Tier	Investigate	Keep	Status: confirmed	Owners /Email alerts	Telemetry Probe Level	Tied to Pillar	No Level 1	Metric Name	Description	Patched in	Landed	Notes
1		Y	confirmed	Mike Conley and Justin Dolske	TBC: Level 1	Responsiveness	n/a	FX_NEW_WINDOW_MS	Firefox: Time taken to open a new browser window (ms)	Bug 1489524	YES	
1		Y	confirmed	Michael De Boer and Justin Dolske	Level 2	Responsiveness	none	FX_SESSION_RESTORE_RESTORE_WINDOW_MS	Session restore: Time spent blocking the main thread while restoring a window state (ms)	Bug 1489524	YES	
1		Y	confirmed	Michael De Boer and Justin Dolske	Level 3	Responsiveness	none	FX_SESSION_RESTORE_STARTUP_INIT_SESSION_MS	Session restore: Time it takes to prepare the data structures for restoring a session (ms)	Bug 1489524	YES	
1		Y	confirmed	Michael De Boer and Justin Dolske	Level 3	Responsiveness	none	FX_SESSION_RESTORE_STARTUP_ONLOAD_INITIAL_WIN	Session restore: Time it takes to finish restoration once we have first opened a window (ms)	Bug 1489524	YES	
1		Y	confirmed	Mike Conley and Justin Dolske	Level 2	Responsiveness	none	FX_TAB_CLOSE_TIME_ANIM_MS	Firefox: Time taken from the point of closing a tab (with animation), to the browser element being removed from the DOM. (ms).	Bug 1488952	YES	
1	yes	Y	confirmed	Mike Conley and Justin Dolske	TBC: Level 1	Responsiveness	n/a	FX_TAB_SWITCH_TOTAL_E10S_MS	Firefox: Time in ms between tab selection and tab content paint in e10s windows	Bug 1489524	YES	
1		Y	confirmed	Mike Conley and Justin Dolske	Level 2	Responsiveness	FX_TAB_SWITCH_	FX_TAB_SWITCH_UPDATE_MS	Firefox: Time in ms spent updating UI in response to a tab switch	Bug 1489524	YES	
1	yes	Y	confirmed	Jon Coppeard and Steven De Tar	Level 3	Responsiveness	none	GC_ANIMATION_MS	Time spent running JS GC when animating (ms)	Bug 1489524	YES	
1		Y	confirmed	Ryan Hunt and David Bolter	Level 3	Page load	none	GPU_PROCESS_INITIALIZATION_TIME_MS	GPU process initialization (excluding XPCOM and fork time) time in milliseconds	Bug 1489524	YES	
1		Y	confirmed	Ryan Hunt and David Bolter	Level 3	Page load	none	GPU_PROCESS_LAUNCH_TIME_MS_2	GPU process launch time in milliseconds	Bug 1489524	YES	
1	yes	Y	confirmed	Chris Hutten-Czapski and Georg Fritzsche	TBC: Level 1	Responsivess	n/a	INPUT_EVENT_RESPONSE_COALESCED_MS	Time (ms) from the Input event being created to the end of it being handled, but with overlapping events coalesced.	Bug 1489524	YES	
1		Y	confirmed	Honza Bambas, Michal Novotny and Jason Duell	Level 3	Page load	Pageload (TBD)	NETWORK_CACHE_V2_HIT_TIME_MS	Time spent to open an existing file	Bug 1489524	YES	
1		Y	confirmed	Honza Bambas, Michal Novotny and Jason Duell	Level 3	Page load	Pageload (TBD)	NETWORK_CACHE_V2_MISS_TIME_MS	Time spent to find out a cache entry file is missing	Bug 1489524	YES	
1		Y	confirmed	Michael De Boer and Justin Dolske	Level 2	Responsivess	Awesomebar Input	PLACES_AUTOCOMPLETE_6_FIRST_RESULTS_TIME_MS	PLACES: Time for the 6 first autocomplete results (ms)	Bug 1489524	YES	
1	yes	Y	confirmed	Michael De Boer and Justin Dolske	Level 3	Responsivess	Awesomebar Input	SEARCH_SERVICE_INIT_MS	Time (ms) it takes to initialize the search service	Bug 1489524	YES	
1		Y	confirmed	Honza Bambas, Valentin Gosu and Jason Duell	Level 2	Page load	Pageload (TBD)	TIME_TO_DOM_COMPLETE_MS	Time in milliseconds from navigationStart to domComplete.	Bug 1489524	YES	
1		Y	confirmed	Honza Bambas, Valentin Gosu and Jason Duell	Level 2	Page load	Pageload (TBD)	TIME_TO_DOM_INTERACTIVE_MS	Time in milliseconds from navigationStart to domInteractive.	Bug 1489524	YES	
1		Y	confirmed	Honza Bambas, Valentin Gosu and Jason Duell	Level 2	Page load	Pageload (TBD)	TIME_TO_DOM_LOADING_MS	Time in milliseconds from navigationStart to domLoading.	Bug 1489524	YES	
1	yes	Y	confirmed	Harald Kirschner, Vicky Chin, Stuart Philp, Dominik Strohmeier	Level 2	Page load	Pageload (TBD)	TIME_TO_FIRST_INTERACTION_MS	Time in milliseconds from the first non-blank paint to the creation time of the next click, key, mouse or scroll event per top-level content browsing context.	Bug 1489524	YES	
1	yes	Y	confirmed	Harald Kirschner, Vicky Chin, Stuart Philp, Dominik Strohmeier	TBC: Level 1	Page load	Pageload (TBD)	TIME_TO_NON_BLANK_PAINT_MS	The time between navigation start and the first non-blank paint of a foreground root content document, in milliseconds. This only records documents that were in an active docshell throughout the whole time between navigation start and non-blank paint. The non-blank paint timestamp is taken during display list building and does not include rasterization or compositing of that paint.	Bug 1489524	YES	
1	yes	Y	confirmed	Harald Kirschner, Vicky Chin, Stuart Philp, Dominik Strohmeier	Level 2	Page load	Pageload (TBD)	TIME_TO_RESPONSE_START_MS	Time in milliseconds from navigationStart to responseStart.	Bug 1489524	YES	
1		Y	confirmed	David Durst and Chris Karlof	Level 3	Page load		WEBEXT_BACKGROUND_PAGE_LOAD_MS	The amount of time it takes to load a WebExtensions background page, from when the build function is called to when the page has finished processing the onload event.	Bug 1489524	YES	
1		Y	confirmed	David Durst and Chris Karlof	Level 3	Page load		WEBEXT_CONTENT_SCRIPT_INJECTION_MS	The amount of time it takes for content scripts from a WebExtension to be injected into a window.	Bug 1489524	YES	
1	yes	Y	confirmed	David Durst and Chris Karlof	Level 2	Responsiveness		WEBEXT_EXTENSION_STARTUP_MS	The amount of time it takes for a WebExtension to start up, from when the startup function is called to when the startup promise resolves.	Bug 1489524	YES	
1		Y	confirmed	Florian Quèze and Panos Astithas	TBC: Level 1	Responsiveness	Responsiveness	SIMPLE_MEASURES_BLANKWINDOWSHOWN	Time from starting a browser to show the first paint as a blank window (WIN only)		NO	This doesn't appear in Histograms.json.
1		Y	confirmed	Harald Kirschner, Vicky Chin, Stuart Philp, Dominik Strohmeier	Level 2	Page load		TIME_TO_LOAD_EVENT_END_MS	Time in milliseconds from navigationStart to loadEventEnd.	Bug 1489524	YES	
1		Y	confirmed	Harald Kirschner, Vicky Chin, Stuart Philp, Dominik Strohmeier	Level 2	Page load		TIME_TO_DOM_CONTENT_LOADED_END_MS	Time in milliseconds from navigationStart to domContentLoadedEventEnd.	Bug 1489524	YES	
1		Y	confirmed	Matt Woodrow and David Bolter	Level 3	Page load		CONTENT_PAINT_TIME	Time spent in the paint pipeline for content in milliseconds.	Bug 1489524	YES	
		Y	confirmed	Harald Kirschner and Panos Astithas	Level 2	Page load		FX_PAGE_LOAD_MS	Firefox: Time taken to load a page (ms). This includes all static contents, no dynamic content. Loading of about: pages is not counted.			
1	create	na	doesn't exist yet, who should create?		TBC: Level 1	Responsiveness	Responsiveness	FIRST_INPUT_DELAY_MS	Does not yet exist, would be similar to Chrome's FID: https://developers.google.com/web/updates/2018/05/first-input-delay			
1	create		Owner: Bobby Holley	doesn't exist yet, need to create	Level 2	Page load	(need a level 1)	DOMContentFlushed				
1					Level 2			timestamps.first_paint	Timestamp of 'first paint' event., first time there's an attempt to paint a browser window			
1					TBC: Level 1	Responsiveness		SIMPLE_MEASURES_SESSIONRESTORED			needs a bug	
				no probe for this	Level 2	Page load		TimeToFirstInteractive	Reported in Fx64 (not exposed to web) - Bug 1299118. Needs validation, probably best		needs a bug	
					TBC: Level 1	Page load		TimeToInteractive	Does not exist yet (slight superset of TimeToFirstInteractive)			
1	discuss			Gap	TBC: Level 1	Responsiveness		Tab Interaction Delay	Time from Tab Interaction (Create, Switch, Close) to Tab Painted			
				Gap	TBC: Level 1	Responsiveness		(Awesomebar Input Delay) Time to Awesomeness	Time from keypress in the location bar to the awesomebar panel appearing stably populated with results			
1		Y		Harald Kirschner, Vicky Chin, Stuart Philp, Dominik Strohmeier	Level 2	Page load		TIME_TO_FIRST_SCROLL ("expires_in_version": "58",)	Time in milliseconds from the first non-blank paint to the creation time of the next scroll event per top-level content browsing context.			
					TBC: Level 1	System Responsiveness		OOMAllocationSize ("crash" pings)				
				Gap				Scroll Start Delay				