



Telescope

Cross-Browser Test Agent

By Mike Kozicki



github.com/cloudflare/telescope



telescopetest.io

The Early Days Browser Wars



1995-1999



The First Browser War

Netscape vs. IE.
div vs panel anyone?
Less than zero standardization.
"Best viewed in..." badges.

2000s Era



Manual Testing Hell

Automation? Pfft.

Debugging with

- alert()
- document.write
- console.log

2001



IE6 Monoculture

IE reached 95% market share.
Innovation stalled for 5 years.
Testing meant "Does it work in IE6?".
"Well, does it?"

2004+



Standards Re-emerge

Firefox launches!
Firebug with the first real dev tools.
The webmasters want consistency.

Market Share Circa 2009

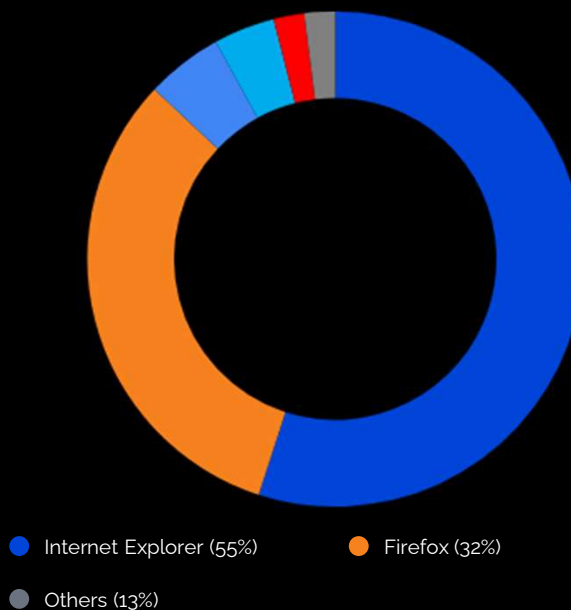
Desktop Traffic

99.3%

Internet usage was overwhelmingly tethered to desktop computers.



Desktop Browser Share



IE Monoculture

Corporate environments and legacy apps mandated strict IE compatibility, often ignoring standards.

Mobile? Niche.

With < 1% share, mobile performance testing was virtually non-existent in mainstream workflows.

DATA SOURCE: STATCOUNTER GLOBAL STATS

WebPageTest - a performance revolution



01

Open Source Origins

Created by Patrick Meenan at AOL and open-sourced in 2008, giving web developers access to top notch performance diagnostics from his basement.



02

Real Browser Testing

Revolutionized the industry by moving away from simulated traffic to "synthetic" testing using real browser engines, revealing the actual user experience.



03

The IE Standard

Initially focused heavily on Internet Explorer to address the primary bottleneck of the era, becoming the de-facto standard for web performance analysis.



04

Acquisition

Acquired by Catchpoint in 2019. Catchpoint acquired by Logic Monitor in 2025. Future of WPT cloudy.

The Current Landscape Circa 2026

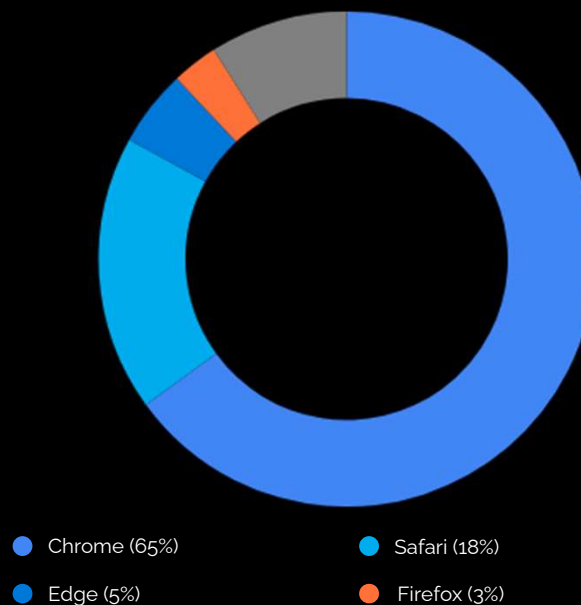
Mobile Traffic

51.2%

Mobile devices have surpassed desktop, demanding rigorous performance testing on constrained hardware.



Global Browser Share



Safari's Power

Safari's dominance on high-value iOS devices makes WebKit a critical target for performance optimization.

Multi-Engine

Testing across Chromium, WebKit, and Gecko is essential to catch engine-specific rendering and JS issues.

DATA SOURCE: STATCOUNTER 2025

So what exactly are we doing here?

Telescope

Cloudflare's
fully supported,
community-driven, cross-
browser,
test agen
(soon with a full UI)



github.com/cloudflare/telescope



telescopetest.io

Why now?

The Gap



Legacy Tools are Aging Out

Traditional tools built for the desktop-first era struggle with modern SPAs, hydration, and complex authentication flows.



Interaction Readiness

Mobile users are impatient. Focus on improving Interaction to Next Paint (INP) by reducing long tasks that delay tap responses.



Shift to CI/CD

Teams need deterministic agents that can block regressions in the pipeline, not just monitor them in production.



Viewport Constraints

Test with --width 360 to ensure responsive layouts adapt correctly. Metrics like CLS often spike on smaller screens due to ad injection or image shifts.

4X Slowdown

CPU Throttling

Essential for mimicking mid-tier Android devices

360_{px}

Narrow Viewport

Validates tap targets and prevents horizontal scroll

3G

Network Profile

Exposes heavy payload issues and latency

Browser Support



01

Chromium Family

Native support for Google Chrome, Microsoft Edge, Chrome Beta, and Canary builds for the majority of users.



02

Gecko Engine

Full Firefox support with advanced configuration capabilities. T



03

WebKit (Safari)

Uses Playwright's WebKit build to emulate Safari behavior in Apple's ecosystem for macOS and iOS-like results.

Quick start

user@telescope:~/tests

```
$ git clone https://github.com/cloudflaretelescope
$ cd telescope
$ npm install
$ npm run build
```

```
# Run your first test
$ npx . -u https://example.com
```

Quick Start

The simplest command requires only a URL (`-u`). By default, it runs on Chrome. Use `-b` to switch browsers.

Discovery

Use the `--help` flag at any time to see the full list of arguments, defaults, and descriptions.

Troubleshooting

Use `--debug` to see Playwright internals or increase `--timeout` for heavy pages (default is 30s).

Disable JavaScript

```
user@telescope:~/tests

# Verify core content delivery & HTML performance
$ npx . -u https://example.com --disableJS

# Basic usage: load site without scripts
$ npx . -u https://example.com -b firefox --disableJS

# Mobile fallback check (no JS + narrow viewport)
$ npx . -u https://example.com --width 375 --disableJS
```

Progressive Enhancement



Ensure your site remains functional and readable even if JavaScript fails to load, is blocked by extensions, or times out.

Core Content Validation



Verify that critical CSS and HTML content are delivered and rendered correctly before hydration takes place.

HTML-First Performance



Isolate the performance cost of your JavaScript bundles by measuring the raw HTML/CSS rendering speed (FCP).

Viewport & Filmstrip Customization

```
user@telescope:~/tests

# Test Mobile Portrait (e.g. iPhone SE)
$ npx . -u https://example.com --width 375 --height 667

# Standard Laptop Viewport
$ npx . -u https://example.com --width 1366 --height 768

# Tablet / iPad Portrait
$ npx . -u https://example.com --width 768 --height 1024

# Capture high-fps filmstrip
$ npx . -u https://example.com --frameRate 2
```



Responsive Breakpoints

Verify layout shifts and element visibility across critical mobile and desktop breakpoints.



Pixel Precision

Define exact dimensions to simulate specific hardware constraints or windowed environments.



Filmstrip Control

Adjust --frameRate to capture granular loading states for visual analysis.

Cookies and Headers

```
user@telescope:~/tests

# Set a single custom cookie
$ npx . -u https://example.com -c '{ "name": "session_id", "value": "xyz123" }'

# Set multiple cookies (Array of objects)
$ npx . -u https://example.com -c ' [{"name": "user", "value": "test"}, {"name": "geo", "value": "us"} ]'

# Inject custom Headers (e.g., Auth tokens)
$ npx . -u https://example.com -h '{"Authorization": "Bearer token_abc123"}'

# Scoping cookies to specific paths
$ npx . -u https://example.com -c '{ "name": "beta", "value": "true", "path": "/app" }'
```

Cookie Injection



Use -c or --cookies. Accepts a JSON object or an array of objects. Defaults to the test URL domain if not specified.

Custom Headers



Use -h or --headers. Essential for testing behind API gateways, WAFs, or passing auth tokens.

Use Case: Auth State



Avoid logging in via UI during the test. Inject the session cookie directly to start the test in a "Logged In" state instantly.

Network Throttling

```
user@telescope:~/tests

# Simulate a standard 4G Mobile connection
$ npx . -u https://example.com --connectionType 4g

# Test behavior on slow 3G (Emerging Markets)
$ npx . -u https://example.com --connectionType 3gslow

# High-speed Fiber/Cable (Baseline)
$ npx . -u https://example.com --connectionType cable
```



Mobile Profiles

Includes 4g, 3gfast, 3gslow, and 2g. Affects both latency and throughput.



Desktop Profiles

Includes cable, dsl, and fios. Typically lower latency.



Why Throttling Matters?

Most dev environments are on fast Wi-Fi. Throttling exposes race conditions and heavy asset loading issues.

CPU Throttling

```
user@telescope:~/tests

# Simulate a mid-range mobile device (4x slower)
$ npx . -u https://example.com --cpuThrottle 4

# Combine with mobile viewport & network for some real-world
$ npx . -u https://example.com --cpuThrottle 4 --connectionType 3g --width 375

# Stress test: Extreme low-end device (6x slower)
$ npx . -u https://example.com --cpuThrottle 6
```

The Throttle Factor



Use `-cpuThrottle`. The browser's main thread execution will run approximately X times slower than your host machine.

Mobile Simulation



Factor 4x is the industry standard (Lighthouse default) for simulating mid-range Android devices on powerful dev laptops.

Why it Matters



Reveals main-thread bottlenecks, JavaScript hydration delays, and UI unresponsiveness that fast CPUs hide.

Browser Flags and overrides

```
user@telescope:~/tests
```

```
# Pass Chromium CLI arguments (Chrome/Edge)
$ npx . -u https://example.com --flags 'disable-features=InterestCohortAPI'

# Set Firefox specific user preferences
$ npx . -u https://example.com -b firefox --firefoxPrefs '{"network.trr.mode":2}'

# Override hostname resolution (DNS spoofing)
$ npx . -u https://example.com --overrideHost '{"www.example.com":"uat.example.com"}'
```

Chromium Flags



Pass raw command-line switches to Chrome or Edge instances. Useful for enabling experimental features or disabling specific APIs.

Firefox Preferences



Inject custom values into the about:config settings for the Gecko engine, allowing granular control over browser behavior.

Host Overrides



Map production domains to staging IPs or local environments without modifying your machine's hosts file. Essential for pre-prod testing.

Domain Blocking

```
user@telescope:~/tests

# Block specific domains completely
$ npx . -u https://example.com --blockDomains 'ads.com,tracker.io'

# Block by URL substring match (more aggressive)
$ npx . -u https://example.com --block 'gtm.js,recaptcha'
```

--blockDomains



Takes a comma-separated list of fully qualified domain names. Useful for isolating specific vendors like ads.google.com.

--block (Substring)



Blocks any request URL containing the string. Powerful for blocking file types or patterns, e.g., .mp4 or tracking.

Impact Analysis



Run tests twice: once with all scripts, once with blockers. The difference in LCP and TBT reveals the "cost" of third parties.

Device Type

```
user@telescope:~/tests

# Emulate the specified device.
$ npx . -u https://example.com --deviceType "Galaxy S24"

# Override the "Galaxy S24" height, keeps the width
$ npx . -u https://example.com --deviceType "Galaxy S24" \
  --height 120

# Override the "Galaxy S24" height and width
$ npx . -u https://example.com --deviceType "Galaxy S24" \
  --height 120 - width 200
```

Many Devices



Emulate all supported Playwright devices. Available at [Playwright Devices](#).

Override Height and/or Width



Override the default device height or width for further customization

Parity with Playwright version



Updated Playwright allows immediate access to new devices.

Directory processing

user@telescope:~/tests

```
# ZIP, upload to the provided URL
$ npx . -u https://example.com --zip \
  -uploadUrl https://example.com

# Upload zip to provided URL, delete Zip file
$ npx . -u https://example.com \
  -uploadUrl https://example.com
```

Zip files



Create a zip archive of results files to save some space

Upload



Provide a URL endpoint and POST the results zip file.

Save space on your machine



Run a cleanup job to remove old unarchived or uploaded tests.

Data Exports & Reports

```
user@telescope:~/tests

# ZIP, generate html report and open
$ npx . -u https://example.com --zip -html --openHtml

# Generate an email ready page
$ npm run visualize :test_id

# View generated artifacts in results folder
$ ls -R ./results/:test_id
config.json
<text_id>.zip
console.json
engine.jpg
index.html
metrics.json
pageload.har
resources.json
screenshot.png
video.webm
visual_report.html
./filmstrip
Frame_1366x768_1.jpg      frame_1366x768_3.jpg
      frame_1366x768_3.jpg
```

HAR Export



Standard HTTP Archive format. Contains full network waterfall data compatible with external viewers.

HTML Reports



Self-contained visual reports including filmstrips, Core Web Vitals, and resource breakdowns.

Portable Artifacts



Use --zip to bundle video, screenshots, and logs for CI/CD artifact storage.

Reporting



JSON Metrics

Detailed timing data and resource waterfall information for programmatic parsing.

```
metrics.json
```

```
resources.json
```

```
console.json
```



HAR File

Full HTTP Archive format recording of all network interactions during page load.

Standard Format

Compatible with HAR Viewers



Visuals & Filmstrip

Final state screenshots plus a frame-by-frame video record of the user experience.

```
video.mp4
```

```
/filmstrip/
```



HTML Report

Interactive, shareable dashboard summarizing all metrics and visual data in one file.

Shareable

Auto-open with `--openHtml`



CLI Utilities

Built-in helpers for managing results.

Metrics Collection



01

Largest Contentful Paint (LCP)

Measures loading performance. It marks the point in the page load timeline when the page's main content has likely loaded.



02

Cumulative Layout Shift (CLS)

Quantifies visual stability. It measures the total of all individual layout shift scores for every unexpected layout shift that occurs.



03

Interaction to Next Paint (INP)

Assesses overall responsiveness. It measures the latency of every tap, click, and keyboard interaction throughout the page lifespan.



04

Programmatic Access

All metrics are automatically exported to metrics.json and accessible via the API for automated regression checks.

Sample use cases




github.com/cloudflare/telescope



telescopetest.io

CI/CD Integration

 .github/workflows/perf-test.yml

```
name: Performance Audit
on: [push]
jobs: telescope-check:
  runs-on: ubuntu-latest
  steps:
    - name: Checkout Code
      uses: actions/checkout@v3
    - name: Install & Run Telescope
      run: npm ci
           npx playwright install # Run test and generate report/zip
           npx . -u https://example.com -b chrome --html --zip
    - name: Upload Artifacts
      uses: actions/upload-artifact@v3
      with:
        name: perf-results
        path: results/*.zip
```



GitHub Actions Ready

Runs seamlessly on standard runners. Just install dependencies, Playwright browsers, and execute.



Artifact Retention

Use --zip to package results. Upload them as build artifacts to debug failed runs later.



Fail on Regression

Parse metrics.json in a subsequent step to fail the build if LCP exceeds your budget.

3rd-Party Audits

audit@telescope:~/performance-audit

1. Establish Baseline (Control Run)

\$ **npx** . -u <https://news.example.com>

2. Block Ads & Analytics (Experiment Run)

\$ **npx** . -u <https://example.com> --blockDomains \
"doubleclick.net,ga.com"

3. Block Specific Tag Manager Scripts

\$ **npx** . -u <https://news.example.com> --block "gtm.js,fbevents.js"



A/B Comparison

Compare metrics between runs. Large deltas indicate 3rd-parties blocking the main thread.



Blocking Strategies

Use --blockDomains for entire vendors (e.g., ads) or --block for specific file substrings.



Waterfall Diagnosis

Analyze the pageload.har export to see how many requests and bytes were saved.

Regression Testing



Establish Baselines

Define performance standards per browser engine and network profile to understand your "normal".



Fail on Thresholds

Automatically block builds if metric deltas (e.g., LCP > 200ms increase) exceed defined limits.



Diagnose with Artifacts

Store HARs, videos, and profiles to immediately identify why a regression occurred.

LCP (Largest Contentful Paint) Trend

! Regressed: +850ms



● Production Baseline

📁 Commit

⚙️ Build

🔭 Telescope

● Failed

🚫 Current PR

Performance Benchmarking



Surface Bottlenecks

Don't test on powerful dev machines alone. Use CPU throttling to simulate lower-end hardware and expose main-thread blocking scripts.



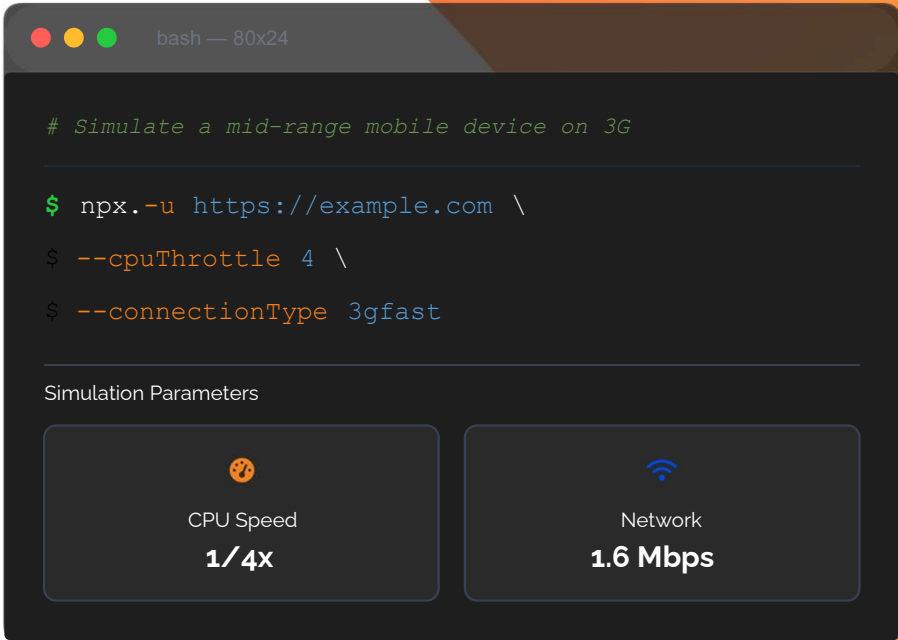
Focus Areas

Identify heavy costs in Script Execution, Image Decoding, and Layout Recalculation that cause jank.



Realistic Conditions

Model real-world user environments by combining network constraints (3G/4G) with CPU throttling factors.



```
bash — 80x24

# Simulate a mid-range mobile device on 3G

$ npx.-u https://example.com \
$ --cpuThrottle 4 \
$ --connectionType 3gfast

Simulation Parameters

CPU Speed
1/4x

Network
1.6 Mbps
```

 Higher throttle values = slower simulated device performance

telescope-test-io



github.com/cloudflare/telescope



[telescope-test-io](https://telescope-test-io.com)

How we are building it



01

Has to be fast

Astro web framework. SSR and vanilla Javascript.

<https://astro.build>



02

OSS all the way

Cross browser and open to community and all the input.



03

Up-to-date always

Maintaining upgrades for Playwright, expanding the visuals, and keeping the bugs out.

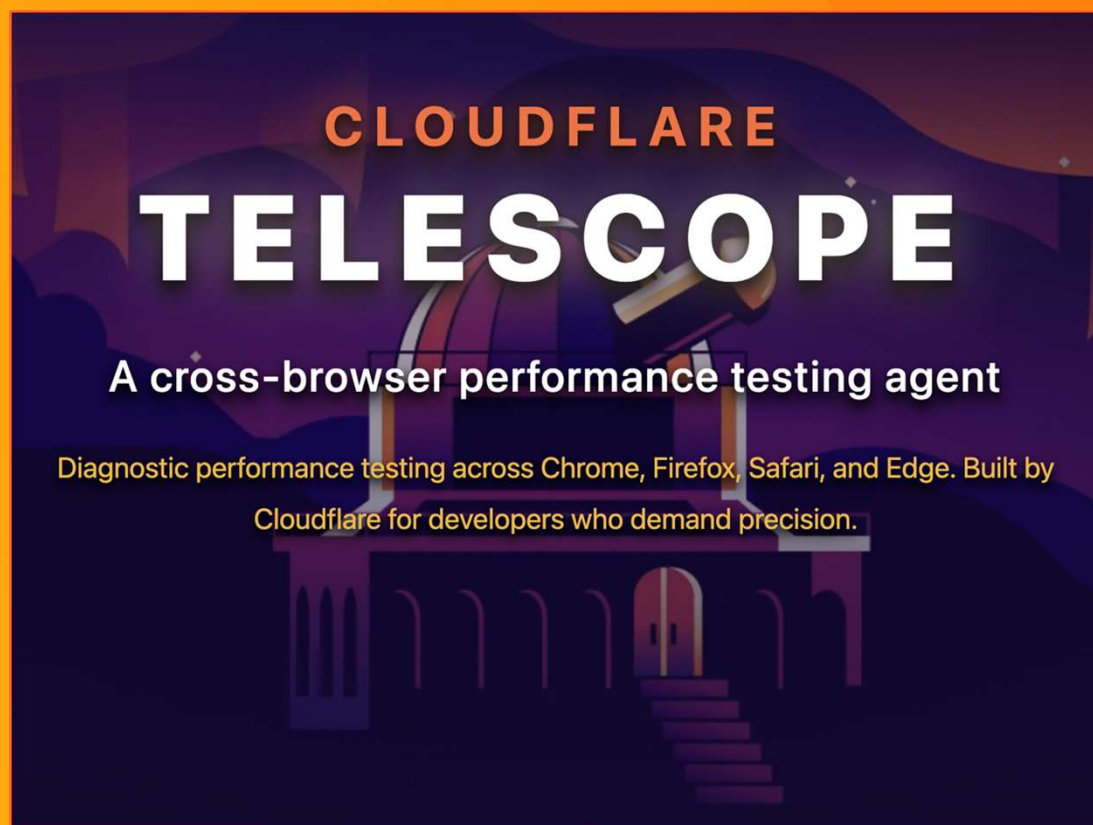


04

Dedication

Dedicated work from the Cloudflare Observatory team to ensure progress continues.

telescopetest.io



Start it up



Start a Basic or Advanced test from the UI. View previous test run list. Upload you zipped test data.

Results



Overview, Video & Filmstrip, Waterfall, Console, Resources, Metrics, Bottlenecks, and Config.

Astro



Fast web framework supported by Cloudflare.

Demo time

What can you do?

1. Use Telescope
2. Submit issues and PRs
3. Tell us what **you** need
we're
listening.



github.com/cloudflare/telescope



telescopetest.io

Thank you

→ 1 888 99 FLARE

✉ enterprise@cloudflare.com

🌐 cloudflare.com

