

My name: **Ray Bogman**

- Joomla/Magento evangelist
 - Trainer
 - Performance nerd
 - Security geek

@ SupportDesk.nu

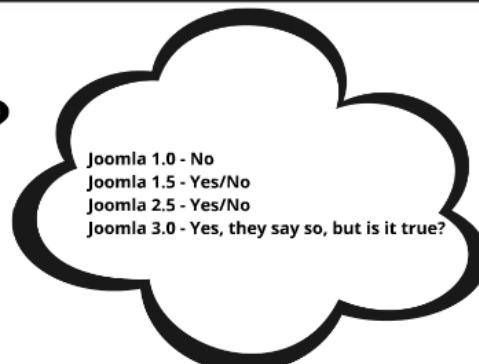
<http://www.linkedin.com/in/raybogman>

- <http://sixrevisions.com/javascript/mobile/c%20web-development-frameworks/>
- <http://caniuse.com/fontface>
- <http://blog.cloudour.com/are-css-sprites-a-mobile-web-worst-practice/>
- <http://stevesouders.com/mobileperf/mobileperf.php>
- https://en.wikipedia.org/wiki/XHTML_Mobile_Profile
- <http://mobile.smashingmagazine.com/2013/01/10/handwidth-media-queries-website-performance/>
- <http://www.ipvita.com/2013/03/07/faster-smaller-and-more-beautiful-web-with-webgl/>

Joomla Mobile Performance: **The Responsive Mythes**



Is Joomla! mobile ready?



J1.0?

J1.5?

J2.5?

J3.0?



SPEED

Joomla 1.0 - No

Joomla 1.5 - Yes/No

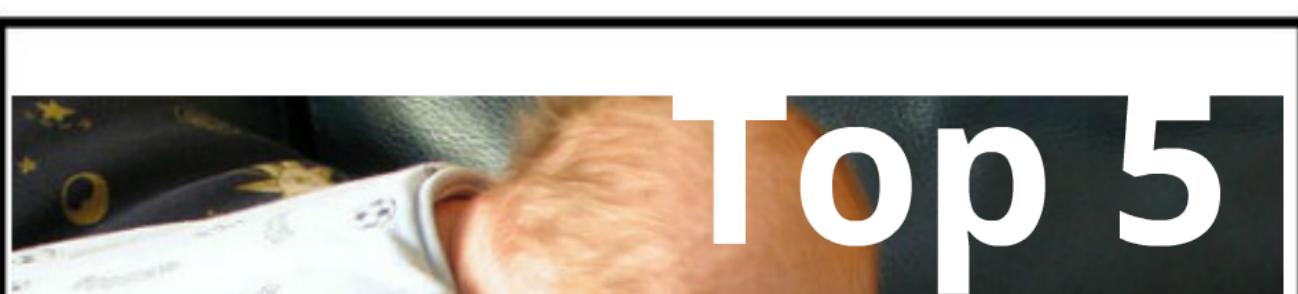
Joomla 2.5 - Yes/No

Joomla 3.0 - Yes, they say so, but is it true?



What is
Mobile Performance?

and is it
possible with
Joomla!



- minim
defi -

**SPEED
LIMIT
10**

Top 5

basic performance

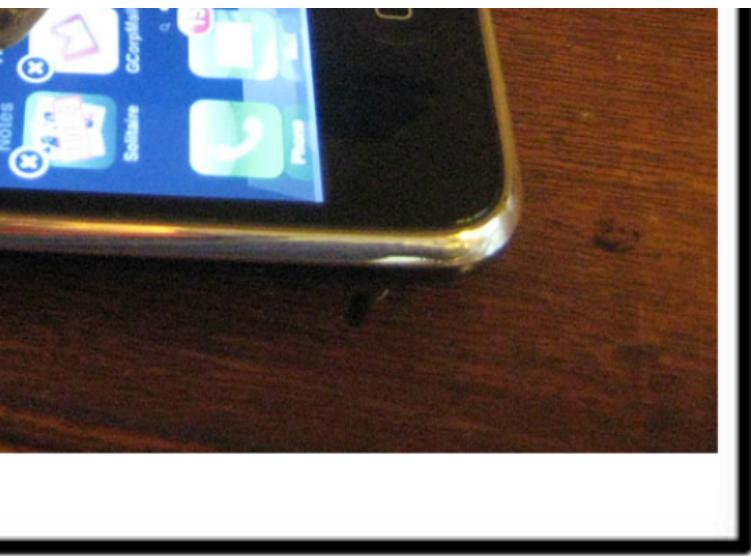




- minimize http request
- deflate content
 - merge css/js
 - expire data
 - images



Network latency



10

- minimize http request
 - deflate content
 - merge css/js
 - expire data



- minimize http requests
 - deflate content
 - merge css/js
 - expire data

minimize http requests

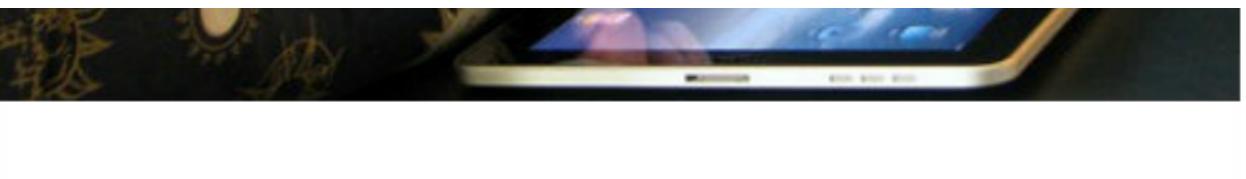
- deflate content
- merge css/js
- expire data
 - images

aggregate content

- merge css/js
- expire data
 - images

expired at

- images



**Is this the same with
mobile performance?**

Yes, but there is **much more!**



XHTML Mobile Profile

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE html PUBLIC "-//WAPFORUM//DTD XHTML Mobile 1.2//EN">
```

Hundred of

**is the same with
mobile performance?**

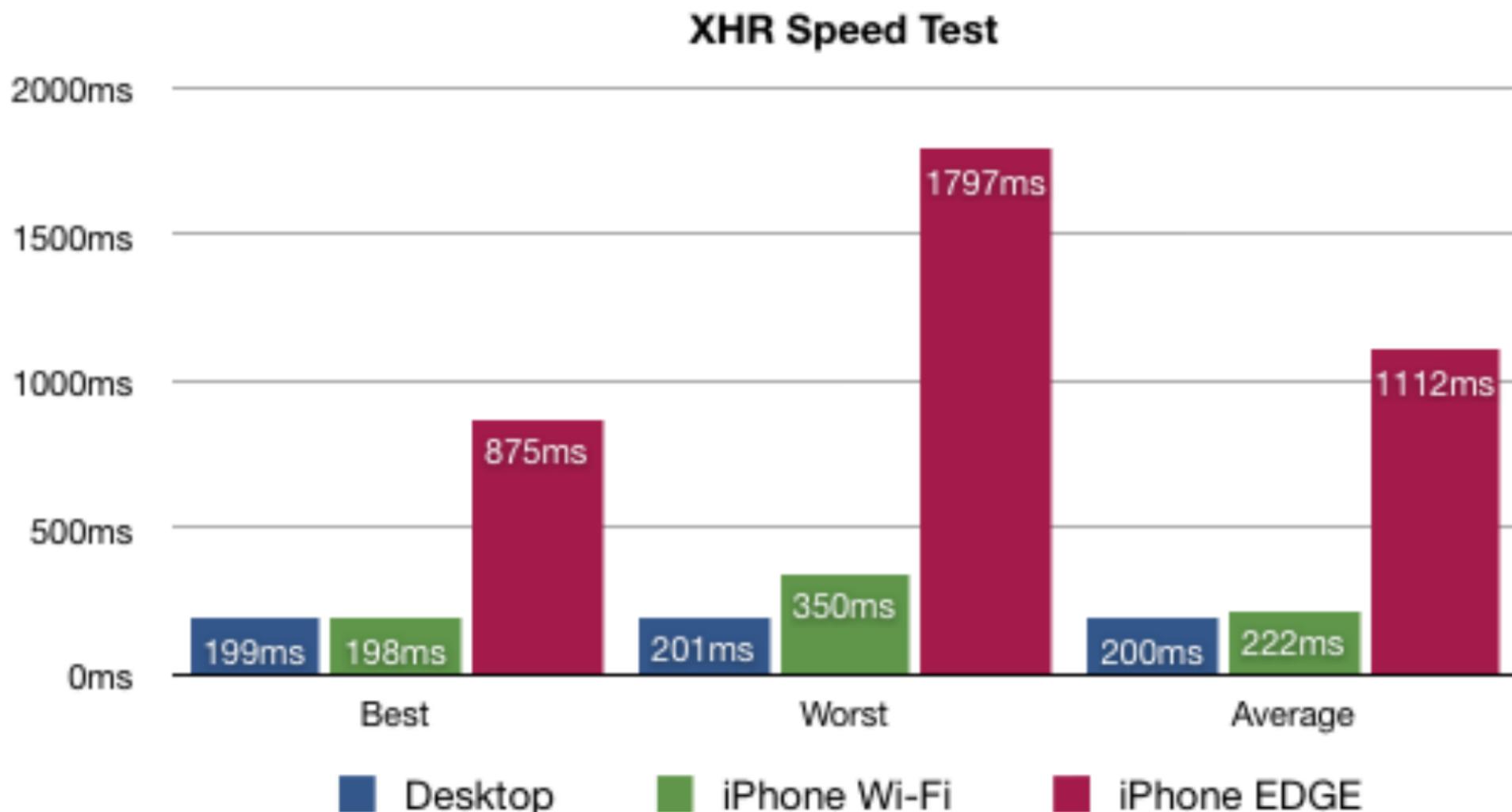
Yes ,but there is much more!

XHTML Mobile Profile

```
1.0" encoding="UTF-8"?>
PUBLIC "-//WAPFORUM//DTD XHTML Mobile 1.2//EN"
enmobilealliance.org/tech/DTD/xhtml-mobile12.dtd">
http://www.w3.org/1999/xhtml" xml:lang="en">
```

Hundred of
different d

Network latency

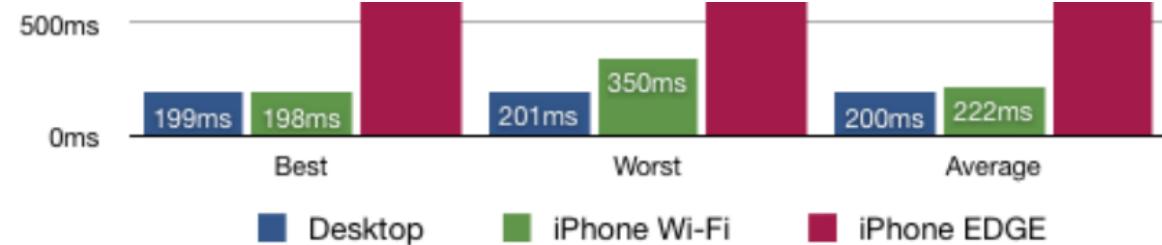


XHTML Mobile Profile

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE html PUBLIC "-//WAPFORUM//DTD XHTML Mobile 1.2//EN"
"http://www.openmobilealliance.org/tech/DTD/xhtml-mobile12.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en">
<head>
  <title>Hello world</title>
</head>
<body>
  <p>Hello <a href="http://example.org/">world</a>.</p>
</body>
</html>
```

The MIME type for XHTML Mobile Profile is "application/vnd.wap.xhtml+xml"

Watch more!



Hundred of different devices (low, medium, high end devices)



```
<p>Hello <a href="http://example.org/">world</a>.</p>
</body>
</html>
```

The MIME type for XHTML Mobile Profile is "application/vnd.wap.xhtml+xml"

Local Storage

	LocalStorage	SQLite	IndexedDB
Safari iOS 5	✓	✓	✗
Android 2.2 Browser	✓	✓	✗
Firefox 8	✓	✗	✓
Chrome 15	✓	✓	✓
Safari 5	✓	✓	✗
IE 8	✓	✗	✗

	LocalStorage	SQLite	IndexedDB
 Safari iOS 5	✓	✓	✗
 Android 2.2 Browser	✓	✓	✗
 Firefox 8	✓	✗	✓
 Chrome 15	✓	✓	✓
 Safari 5	✓	✓	✗
 IE 8	✓	✗	✗

search ID: ake0008



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Less Power





Is
less
More?

How do we optimize image
using Data URI's?



How can we fix this!

Only use image in:

- Logo
- Article
- Map

Don't use image <tag> for:

- Buttons
- Backgrounds
- Visual separators
- Titles

Is there a max on images?

Are there Java



Only use image in:

- Logo**
- Article**
- Map**

Don't use image <tag> for:

- Buttons
 - Backgrounds
 - Visual separators
 - Titles
-
-

How do we optimize image using Data URI's?

```
1 /* Data URI images */
2 #top{background-image:url
(data:image/
gif;base64,R0lGODlhAQACAAIAAP///
01NTSH5BAAAAAAALAAAAAABAAIAAAICDA
oA0w==)}
3 #nav-home a,#nav-services a,#nav-
about a,#nav-contact a
{background-image:url(data:image/
png;base64,iVBORw0KGgoAAAANSUhEUg
AAAIIIVAAAALCAYAAAAD1n7MVAACYDFEWHD
```

```
1 /* Data URI images */
2 #top{background-image:url
3 (data:image/
4 gif;base64,R0lGODlhAQACAAIAAP///
5 01NTSH5BAAAAAAAALAAAAAAABAAIAAAICDA
6 oA0w==)}
7 #nav-home a,#nav-services a,#nav-
8 about a,#nav-contact a
9 {background-image:url(data:image/
10 png;base64,iVBORw0KGgoAAAANSUhEUg
11 AAAIIVYAAAALCAYAAAAD1n7M/AAAACYDFWHD
```

Is there a max on images?

Yes 124kb is max, otherwise it will be loaded in memory

- no favicon.ico
- no apple-touch-icon (less request)

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rators

3 #nav-home a,#nav-services a,#nav-about a,#nav-contact a {background-image:url(data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAAIYAAAAALCAVAAAQD1n1MVAACYDFEWHD

Are there Javascript frameworks for mobile?



Are CSS Sprites A Mobile Web “Worst Practice”

What about @font-face

```
@font-face{  
    font-family: Fertigo;  
}
```

```
src: url("Fertigo_PRO.otf") format("opentype"); }
```

```
h1 { font-family: Fertigo; color: #204A87;  
text-shadow: #AAA 2px 2px 0px}
```

- not every mobile device supports this
- Using an extra request to eg. google-fonts: this does not speed up

What is a manifest file, and do I need this?

```
1 CACHE MANIFEST  
2 #version 1  
3  
4 CACHE:
```

Can we va

nt-face

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- Using an extra request to eg. google-fonts:
this does not speed up

Are CSS Sprites A Mobile Web “Worst Practice?”



- not always a good idea
- know your browser
- penalty on every subsequent page rendering



- not always a good idea
- know your browser
- penalty on every subsequent page rendering

late/test our mobile website?



What is a manifest file, and do I need this?

```
1 CACHE MANIFEST
2 #version 1
3
4 CACHE:
5 style.css
6 script.js
7 index.htm
8
9 NETWORK:
10 style2.css
11
12 Fallback:
13 main_image.jpg backup_image.jpg
```

- store images in base64 offline storage for usage as inline images later
- Client Storage (localStorage and sessionStorage)
- Safari on iOS accepts up to 5 MB in offline storage

- not always a good idea
- know your browser
- penalty on every subsequent page rendering

Can we validate/test our mobile website?

- google pagespeed insight - mobile
- ready.mobi
- mobileperf - firebug mobile
- validator.w3.org/mobile/
- weinre



Mythes

Can we validate/test ou

- google pagespeed insight - mobile
- ready.mobi
- mobileperf - firebug mobile
- validator.w3.org/mobile/
- weinre

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- validator.w3.org/m
- weinre

what's the **story** on these

Responsive Mythes



Responsive is a **very nice trick** to auto detect the browser size and scale. Does it **satisfy** on all the performance needs I showed before?

Consider a couple of things before you just pick a responsive theme.

It's **not** the one and only solution for the best optimized mobile website!

RESPONSIVE IVYLINES

Responsive is a **very nice trick** to auto detect the browser size and scale. Does it **satisfy** on all the performance needs I showed before?

Consider a couple of things before you just pick a responsive theme.

It's **not** the one and only solution for the best optimized mobile website!

The image features a dark blue circular background with concentric orange and red radiating lines, resembling a sunburst or a stylized speech bubble. Overlaid on this graphic is the text "That's all Folks!" in a white, cursive, handwritten-style font.

That's all Folks!

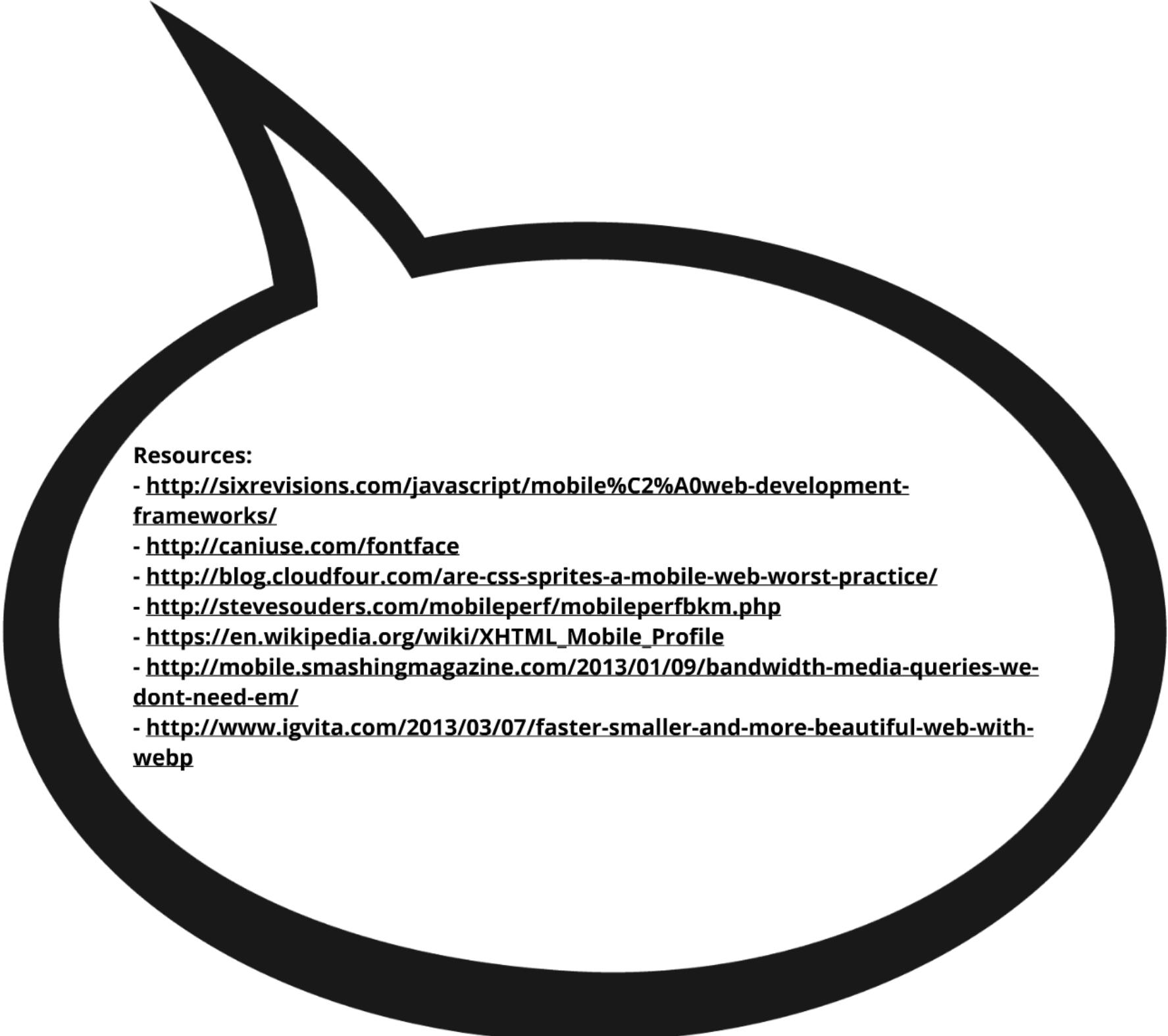
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- <http://stevesouders.com/mobileperf/mobileperf.php>
- https://en.wikipedia.org/wiki/XHTML_Mobile_Profile
- <http://mobile.smashingmagazine.com/2013/01/09/bandwidth-media-queries-we-dont-need-em/>
- <http://www.igvita.com/2013/03/07/faster-smaller-and-more-beautiful-web-with-webp>