

Consistently Interactive

Overview

The Consistently Interactive metric measures when a page is *fully* interactive:

- The page strictly meets the Idle guideline of the RAIL performance model: the page yields control back to the main thread at least once every 50ms.
- The network is idle. Specifically, there are only two open network requests remaining.

Note: Maximizing idle time also indirectly improves [Response](#) time. The more idle time there is, the more likely that the page will be able to respond to user input in the target time of 100ms or less.

See also [First Interactive](#).


Recommendations

To improve your Consistently Interactive score:

- Minimize the number of required or "critical" resources that must be downloaded or executed before the page can load. See [Critical Rendering Path](#).
- Minimize the size of each critical resource. See [Optimizing Content Efficiency](#).
- Maximize idle time so that your JavaScript spends no more than 50ms at a time executing tasks in the main thread. See [Optimizing JavaScript Execution](#).

More information

The score is a lognormal distribution of some complicated calculations based on the definition of the Consistently Interactive metric. See [First Interactive And Consistently Interactive](#) for definitions.

[Audit source](#) 

Feedback

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NO

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Last updated July 24, 2018.