

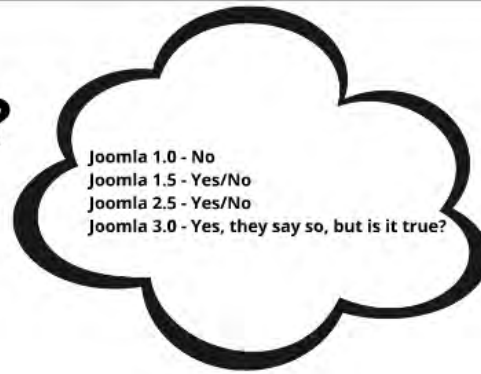


# Joomla Mobile Performance:

## The Responsive Mythes



**Is Joomla! mobile ready?**



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?

**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!**



**Top 5**

**- minim  
defl**

**SPEED**

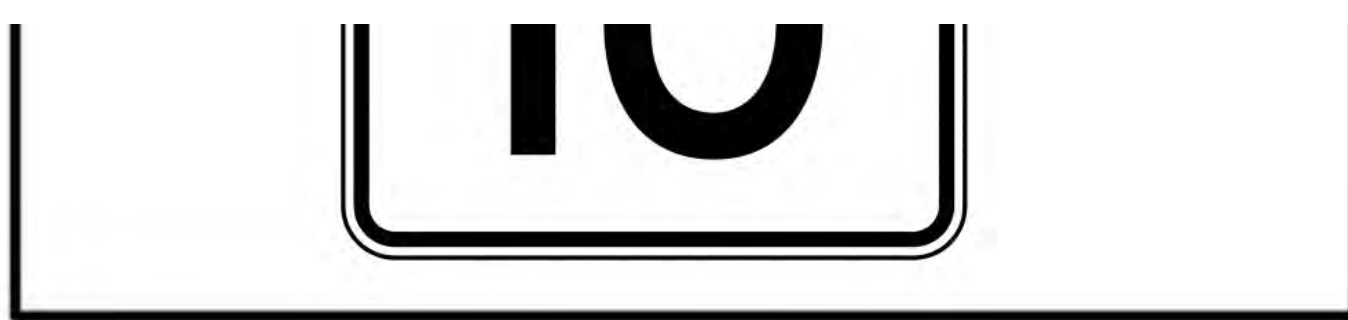
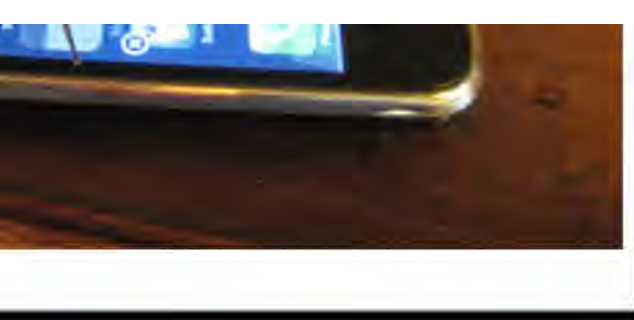
**LIMIT**

**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 nttp req**

**- deflate content**

**- merge css/js**

**- expire data**

**- images**

**duplicate content**

- merge css/js**
  - expire data**
  - images**
-

**expire dat**

**- images**

---



- i

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?**

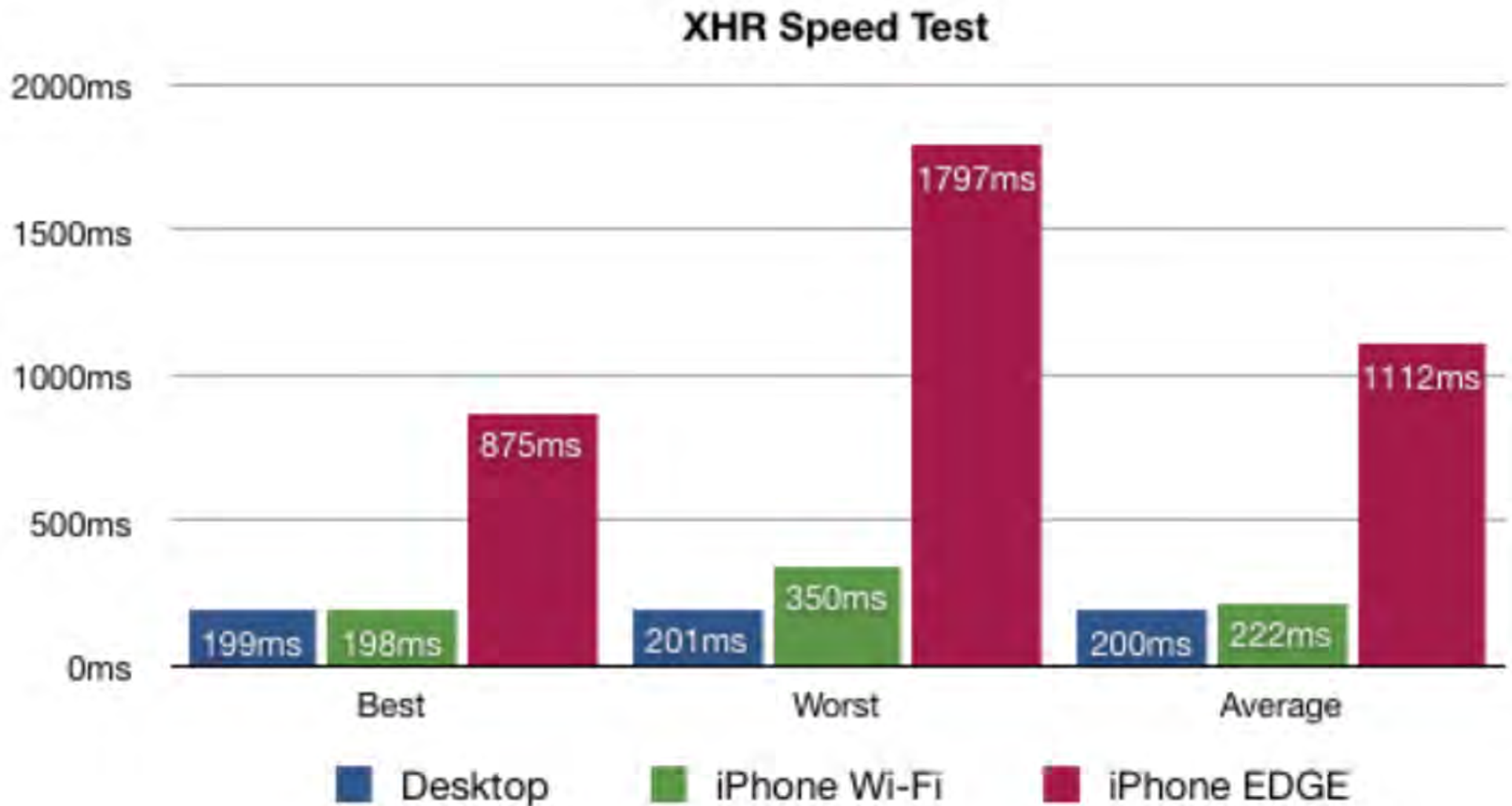
**Yes**, but there is **much more!**

**XHTML Mobile Profile**

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

**Hundred o  
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"

# ch 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"



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

	LocalStorage	SQLite	IndexedDB
 Safari iOS 5	✓	✓	✗
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 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,R0lGODlhAQACAIAAAP///
  01NTSH5BAAAAAAALAAAAABAAIAAAICDA
  oA0w==)}
3 #nav-home a,#nav-services a,#nav-
  about a,#nav-contact a
  {background-image:url(data:image/
  png;base64,iVBORw0KGgoAAAANSUHEUg
  AAAIIVAAAAALCAVAAAAD1n1MVAAAAAGYDFWHD
```

```
1 /* Data URI images */
2 #top{background-image:url
  (data:image/
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  01NTSH5BAAAAAAALAAAAAABAAIAAAICDA
  oA0w==)}
3 #nav-home a,#nav-services a,#nav-
  about a,#nav-contact a
  {background-image:url(data:image/
  png;base64,iVBORw0KGgoAAAANSUg
  AAAIVAAAALCAVAAAD1nTMVAAAACYPFWHR
```

# 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,iVBORw0KGgoAAAANSUg  
  AAAIIVAAAALCAVAAAD1nTM/AAAAACyDcWHD
```

## Are there Javascript frameworks for mobile?



Are CSS Sprites A Mobile Web "Worst Practice?"

- no apple-touch-icon (less request)

Tools: Javascript



# 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

- not every mobile device supports this
- 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**

trick to auto



# Can we validate/test ou

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

- 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

- [validator.w3.org/m](https://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 Myths

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!

---



*That's all Folks!*

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- Trainer
- Performance nerd
- Security geek

**@ SupportDesk.nu**

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



**Resources:**

- <http://sixrevisions.com/javascript/mobile%C2%A0web-development-frameworks/>
- <http://caniuse.com/fontface>
- <http://blog.cloudfour.com/are-css-sprites-a-mobile-web-worst-practice/>
- <http://stevesouders.com/mobileperf/mobileperfbkm.php>
- [https://en.wikipedia.org/wiki/XHTML\\_Mobile\\_Profile](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>