## **Build Out Club**

Advancing Our TailwindCSS Use

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# Style Convention Thoughts

#### Idiomatic names create friction

"Inconsistent class naming. This is probably the most annoying thing to me."

— Trevor Davis, What I Love & Hate About Tailwind CSS

TailwindCSS diverges from CSS by inventing its own names for things. That creates friction when translating from Figma to code. There's potential in the values we configure for reducing that friction while playing by TailwindCSS's rules.

```
/* Desktop/Heading/H3 */
font-family: Montserrat;
font-style: normal;
font-weight: 600;
font-size: 28px;
line-height: 125%;
/* identical to box height, or
35px */
letter-spacing: 0.05em;
text-transform: uppercase;
```

#### Idiomatic names create friction

```
module.exports = {
· · fontWeight: {
· · · semibold: '600',
. . } .
· letterSpacing: {
wider: '0.05em',
. . } ,
··lineHeight: {
tight: '1.25',
. . } .
```

```
/* Desktop/Heading/H3 */
font-family: Montserrat;
font-style: normal;
font-weight: 600;
font-size: 28px;
line-height: 125%;
/* identical to box height, or
35px */
letter-spacing: 0.05em;
text-transform: uppercase;
```

```
module.exports = {
· · fontWeight: · {
- 600: '600'.
· · }.
· letterSpacing: {
....//....
....'0.05': '0.05em',
·· },
··lineHeight: {
....//....
125%' '125%',
. . }.
```

```
<div class="font-semibold leading-tight tracking-wider">
```

"Semantic." Idiomatic. Taxes memory. Does not align with Figma. Font weight may not even align with font names.

```
<div class="font-600 leading-125% tracking-0.05">
```

Standard. Matches CSS knowledge. Aligns with Figma.

#### Idiomatic names create friction

Font weight "thin" etc

Letter spacing "wider" etc

Line height "tight" etc

Opacity "75" etc

Scale "100" etc

Skew "3" etc

Font weight "300" etc

Letter spacing "0.05" etc

Line height "125%" etc

Opacity "0.75" etc

Scale "1" etc

Skew "3deg" etc

"Semantic." Idiomatic. Taxes memory. Does not align with Figma. Font weight may not even align with font names.

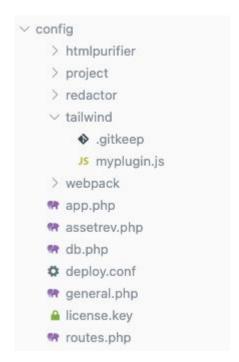
Standard. Matches CSS knowledge. Aligns with Figma.

## Plugin source code is part of "source"

Custom plugins are a common feature in our TailwindCSS sites. As part of the site source code, it is a natural candidate for the 'src' directory.



### Plugin source code is part of "source"



Unique location not shared by other source files. Does not lend itself to CODEOWNERSing. Maybe the hot-reloading watcher doesn't pick up on it? Was not able to test.

Same location as the rest of the code sourcefiles. Lends itself to CODEOWNERS. Build tooling seeing when it changes.

Plugins & Their Use



Utilities

```
const pluginVariants = variants('textDecorationColor', [])
const colors = flattenColorPalette(pluginConfig)
                                                                .underline-black { --
const utilities = Object.entries(colors).map(([name, value]) => {
·····return {
····['.${e('underline-${name}')}']: {
                                                                .underline-white { --
textDecorationColor: value,
....}
                                                                .underline-blue-400 { --
....))
```

const textDecorationColor = plugin(({ addUtilities, e, theme, variants }) => {

const pluginConfig = theme('textDecorationColor', {})

····addUtilities(utilities, pluginVariants)

.reversed .reversed\:ring-6, .reversed.reversed\:ring-6 {

#### "Stackable" variants

const whatintentKeyboard = plugin(({ addVariant }) => {

# Plugin code gets long

```
····addVariant(
···· 'whatintent-keyboard',
({ modifySelectors, separator }) => {
·····return modifySelectors(({ · selector ·}) -> {
**** return selectorParser((selectors) => {
....selectors.walkClasses((sel) => {
.....sel.value = \\whatintent-keyboard${separator}${sel.value}\
·························sel.parent.insertBefore(sel, selectorParser().astSync('[data-whatintent="keyboard"] ·'))
····}).processSync(selector)
·····{·unstable_stack: true }
3)
```

#### Let's refactor that

```
const variantPlugin = ({ name, prefix = null, suffix = null, unstable_stack = false }) => {
return plugin(({ addVariant }) => {
 addVariant(
 ····name,
 ({ modifySelectors, separator }) => {
 ······return·modifySelectors(({·selector·})·=>·{
  ···············return·selectorParser((selectors)·=>·{
  selectors.walkClasses((sel) => {
  ·····sel.value-=-\${name}${separator}${sel.value-
   volume | volume 
  ( { · · · · · · · · · · · })
····},
....{ unstable_stack: unstable_stack }
....})
const whatintentKeyboard = variantPlugin({
····name: 'whatintent-keyboard',
prefix: '[data-whatintent="keyboard"] ',
unstable_stack: true,
})
```

## Now that it's short, it can go in tailwind.config.js!

```
v is
Realized
during the
                   > modules
presentation
that this can
                     tailwindcss-pluging
probably just
be
                          maties.js
TailwindCSS's
`addUtility`. If
                       Js variants.is
it gets long,
                   Js index.js
ask whether it
could move to
              torage
markup or be
split
              plugins: [
                    utilityPlugin({
          · · · · /* tbd */
          . . . . . . . . . . . . . . . . . ) .
                   variantPlugin({
                    ····name: 'myvariant',
          prefix: '.my',
          .....suffix: '.variant',
         ....).
```

```
.my hover\:.myvariant\:text-18 .variant:hover {
...@apply text-18;
}
```

#### Branded as a solution for rich text

```
· typography: (theme) -=> ({
·····'rtf'::{
.....color: theme('colors.gray.400'),
·····fontSize: theme('fontSize.16'),
....lineHeight: theme('lineHeight["1.5"]'),
· · · · · · · · · · · a: · {
textDecoration: 'underline',
transitionDuration: theme('transitionDuration.DEFAULT'),
transitionProperty: 'text-decoration-color',
textDecorationColor: theme('colors.yellow.400'),
· · · · · · · · · · · · · · · h1: · {
color: theme('colors.blue.400'),
fontSize: theme('fontSize.21'),
fontWeight: theme('fontWeight.600'),
.....letterSpacing: theme('letterSpacing["0.05"]'),
lineHeight: theme('lineHeight["1.25"]'),
··········textTransform: 'uppercase',
· · · · · · · · · · h2: · {
color: theme('colors.blue.400'),
.....fontSize: theme('fontSize.20').
```

```
<div class="prose-rtf">
```

Undocumented option which will open doors: the classes do not *have* to have anything to do with "typography."

```
plugins: [
    typography({
        modifiers: [],
        className: 'some-class-name',
    }),
```

```
<div class="some-class-name-rtf">
```

Branded as a solution for rich text... but really it's a first-party solution for defining components in the config file

```
UDject.keys(contig).Tilter((modifier) => !DEFAULI_MOD
     addComponents(
       all.map((modifier) => ({
         [modifier === 'DEFAULT' ? ' . ${className}' : . ' . ${classN
config[modifier]
····variants('typography')
··()·=>·({
theme: { typography: styles },
···variants: { typography: ['responsive'] },
```

Branded as a solution for rich text... but really it's a first-party solution for defining components in the config file. Let's fix the surface implications.

```
...plugins: [
....typography({
....modifiers: [],
....className: 'component',
....}),
```

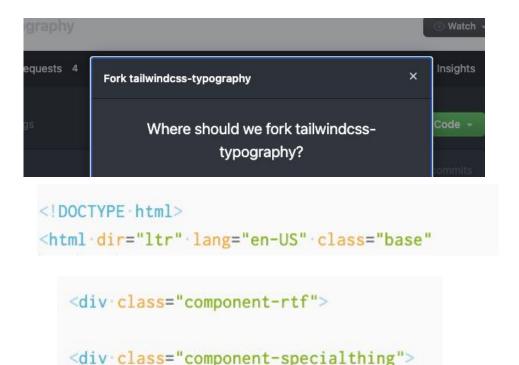
```
<div class="component-rtf">
<div class="component-specialthing">
```



Components can now go in tailwind.config.js!

```
...plugins: [
....typography({
....modifiers: [],
....className: 'component',
....}),
```

The only thing we definitely still need stylesheets for is the base layer. That could be taken care of by forking tailwind-typography and making some small changes to generate base layer styles! (post-presentation "aha": maybe it's just `addBase()` in `plugins`??)







#### The Future?

Base layer via tailwindcss-base-layer™ ... or update since presenting: maybe this is just the built-in `addBase` in `plugins`

```
baseLayer: {
.....'base'::{
......css::{
......//...
.....}
.....}
<!DOCTYPE html>
<html dir="ltr" lang="en-US" class="base"</pre>
```

Component layer via tailwindcss-typography

Single entry point and never have to look in the css directory

Plugins written in a form short enough to live in the config file. Update since presenting: utilityPlugin() is probably just the built-in `addUtility`