



# PurgeCSS

This guide covers [vite-plugin-tailwind-purgecss](#), a simple Vite plugin that thoroughly purges excess CSS via [PurgeCSS](#). While optional, this is highly recommended if you wish to minimize your production CSS bundle size.

[View on GitHub](#)

## Introduction

### Motivation

Tailwind UI component libraries like Skeleton and Flowbite provide a number of benefits, but come with an important caveat - Tailwind generates classes for all imported components, regardless if they are used in the project or not. This leads to a larger than necessary CSS bundle.

Unfortunately this is a limitation of how Tailwind implements it's [Content Configuration](#). Tailwind searches through all files specified in `content`, uses a regex to locate possible selectors, then generates their respective classes. The key thing to note is this occurs before the build process, meaning there's no CSS treeshaking or purging involved against your production file assets.

### How it Works

Ideally, we would like to limit selectors to only those used within your project. We accomplish this by analyzing the emitted Javascript chunks generated by Rollup, which includes only the modules that are actually used in your project, then it extracts the utilized selectors. From there, we can pass along the selectors to PurgeCSS for final processing.

## Usage

Last updated for [v0.1.0](#). View [GitHub](#) for the the latest instructions.

### Installation