

RPGUI

ID	GP-003
Type	CSS Framework
Category	K. Gaming and Pixel Art
Source	https://roneness.github.io/RPGUI/
Licence	zlib licence ('free for use in any purpose'); default-theme graphics are public domain by Buch (Michele Bucelli), per the README credits
Commercial use	Yes (zlib: 'any purpose')
Attribution	Not required; don't misrepresent authorship or remove the notice from source
Redistribution	Yes; altered versions must be marked as altered (zlib)
Delivery	GitHub download (dist folder)
Updated	2026-10-24

Notes

CSS + JS kit for old-school RPG web-game interfaces: framed containers, golden/wooden borders, sliders, progress bars, 8-bit cursors, checkboxes, dropdowns and RPG icons, all from plain HTML with rpgui classes.

Our analysis

Our capture of the RPGUI demo: a dark page with a carved-wood framed panel, golden dividers, outlined white text and a custom pixel cursor, followed by example widgets. It looks like an in-game menu, not a website. Strength: complete RPG chrome (frames, bars, cursors, icons) with plain HTML classes. Risk: about 1.35 MB of images (README), dated pixel assets, and the README notes blurry scaling on old Edge, so test image-rendering on your targets.

Best practices

- Put everything inside `.rpgui-content`; RPGUI styles paragraphs, headers and form elements automatically inside it (OFFICIAL, <https://github.com/RonenNess/RPGUI>).
- Budget for ~1.35 MB of images on first load and preload them behind a loading screen (OFFICIAL figure from the README; advice OURS).
- Set image-rendering: pixelated on scaled frames and test on every browser you support; the README notes blurry magnification on old Edge (OFFICIAL).
- Keep the README credit for the Buch artwork in your credits file as a courtesy, even though it is public domain (OURS).

How to use

```
<link href="rpgui.css" rel="stylesheet"><script src="rpgui.js"></script>
<div class="rpgui-content"><div class="rpgui-container framed">
  <p>Welcome, traveller.</p><button class="rpgui-button"><p>Start</p></button></div></div>
# files: github.com/RonenNess/RPGUI (dist folder); ~25 KB css/js + ~1.35 MB images (README)
```

Figures and reference captures



Reference capture of <https://ronenness.github.io/RPGUI/> (landing view), taken 2026-10-24 16:41 (UTC+8) by this library with a headless browser at 1440×900, reduced to 1200px. Fair-use reference for design analysis only; the page, its artwork and marks belong to Ronen Ness (RPGUI). Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://ronenness.github.io/RPGUI/>. Fair-use reference capture; content © Ronen Ness (RPGUI). Entry license: zlib licence ('free for use in any purpose'); default-theme graphics are public domain by Buch (Michele Bucelli), per the README credits

Reference captures are fair-use screenshots for design analysis, credited to their source; no asset files are redistributed in this PDF. Licence summaries are not legal advice: read the source's licence before use.

RPGUI: deep dive

Gaming & Pixel Art deep dive, checked 2026-10-24 (UTC+8). OFFICIAL = stated on the cited official page, README, licence or package file; ESTIMATED = measured by Design Library (file sizes, counts, contrast); OURS = our interpretation, not legal advice. Earlier pages hold notes, analysis, best practices and captioned figures with sources.

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What it is OURS

- A plain-HTML kit for fantasy RPG menus in browser games.
- For web-game developers and jam teams who need menus fast.

Source: <https://roneness.github.io/RPGUI/>

Licence and credits OFFICIAL

- ‘RPGUI is distributed under the zlib-license, and is absolutely free for use in any purpose (personal, educational, commercial, etc..)’.
- Default theme ‘uses the public-domain graphics made by Buch, aka Michele Bucelli’ (README Credits). LICENSE.txt contains the zlib text.

Source: <https://github.com/RonenNess/RPGUI>

Features and weight OFFICIAL

- No coding: CSS classes; containers with several frame types, dragging, sliders, progress bars, 8-bit cursors, RPG icons, checkboxes, radios, dropdown and listbox based on <select>.
- ‘Very lightweight - just 25kb of css/js, + 1.35Mb of resources (images)’. Tested on Chrome, Firefox, Opera and Edge.

Source: <https://github.com/RonenNess/RPGUI>

Pitfalls and lessons OURS

- The project shows its age (README screenshot is ‘slightly outdated’); expect to restyle sizes for modern screens.
- Images are the weight: lazy-load or sprite them if the menu is not the first screen.

Source: <https://ronenness.github.io/RPGUI/>