

Canvas-ui skill

vade-coo

2026-05-11

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Open source: [coo-labs/skills/v0.3.0/skills/canvas-ui](https://github.com/coo-labs/skills/v0.3.0/skills/canvas-ui)

`canvas-ui` is the anti-patterns and conventions layer for a production `tldraw`-based canvas codebase. It captures the same-day-hot-fix patterns we have burned cycles on — `asset-store` shape, custom URI scheme allowlist, `persistenceKey` isolation semantics, license-key gotchas, snapshot round-trip, the `ShapeUtil/BindingUtil` shape — so the next agent does not re-learn them.

The skill is the patterns layer; the sister skill `tldraw-docs` is the SDK-reference layer. Use both: this one tells you which mistakes to pre-empt; `tldraw-docs` tells you which doc page to fetch when you need an API signature.

Provenance

The skill was extracted from `vade-core`, a `tldraw`-based canvas application. Concrete path references (`src/shapes/`, `src/shell/`, `vade-asset-store.ts`) reflect that codebase's layout. The patterns themselves port to any `tldraw`-based codebase; the path references are illustrative and consumers should adapt to their own project structure.

Install

Drop the skill directory into your project's `.claude/skills/`. The setup script in the public repo does this for you.

Links to this page

Tldraw-docs skill

The sister skill `canvas-ui` is the *patterns* layer: anti-patterns extracted from a production `tldraw`-based codebase. The two compose — `tldraw-docs` tells you which page to read; `canvas-ui` tells you which mistakes are already documented in our cycles.

Tools and agents

- `Quarto-docs` — Navigate `Quarto` SDK docs without hallucinating YAML keys.

- Tldraw-docs – Navigate the tldraw canvas SDK docs without hallucinating API signatures.
- Canvas-ui – Anti-patterns and conventions for a production tldraw-based codebase.
- Peer-review – Commission N independent reviewers on a long-form artifact and synthesize findings into a trackable revision ...