

Tldraw-docs skill

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

The tldraw team publishes its documentation in markdown bundles explicitly designed for language-model consumption (`tldraw.dev/llms*.txt` plus per-page `.llms.md` URLs). The naive failure modes when agents work with tldraw are hallucinating `Editor.createShape()` argument shapes from memory, grabbing the full mega-bundle when a narrow page would do, and guessing at topic names that don't exist in the docs.

This skill teaches which bundle to fetch when, which pages cover which features (`ShapeUtil`, `BindingUtil`, persistence, snapshots, side effects, the store/signals system), and how to anchor a doc lookup so the answer comes from the docs rather than the agent's prior.

Companion: canvas-ui

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.

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

Canvas-ui skill

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.

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 ...