

Theme TBD

未定

Theme TBD

To Be Determined



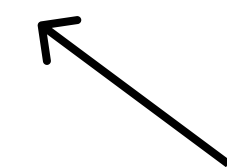
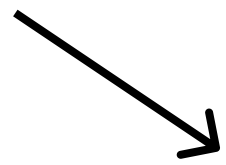
Freelance Web Designer

Kazuhiko Maeda

@monooki

Me & МАРСНУ

My Son



Minecraft Server

NEC PC-VK20SGZDG / Core i7 2GHz / RAM 4GB / SSD 128GB

Me & AI



“extremely intelligent and capable coworkers”

極めて優秀で頼れる同僚



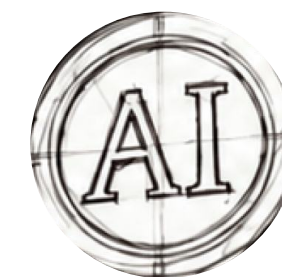
“an object of worship”

信仰対象

Worship?



Give me something nice.
何かいい感じのものを出してください



or ask / NO-THING /
RECEIVE-EVERYTHING-



(.....?)

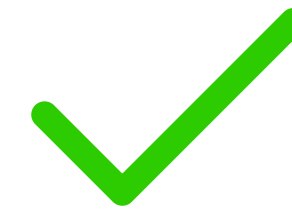


Yoroshiku Onegai Shimasu.
よろしくお願いします

よろしく駆動開発

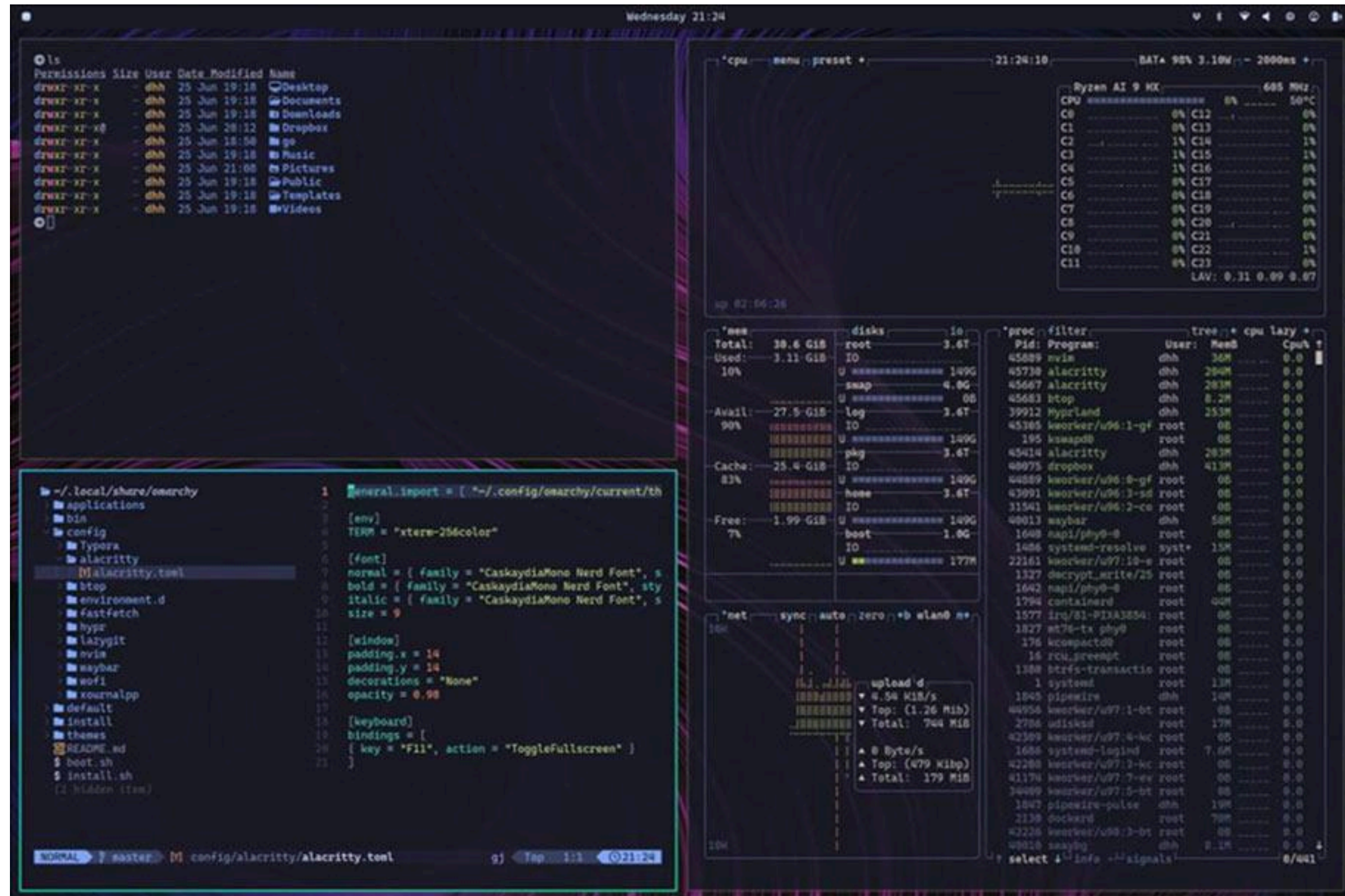
YDD

Yoroshiku-Driven Development



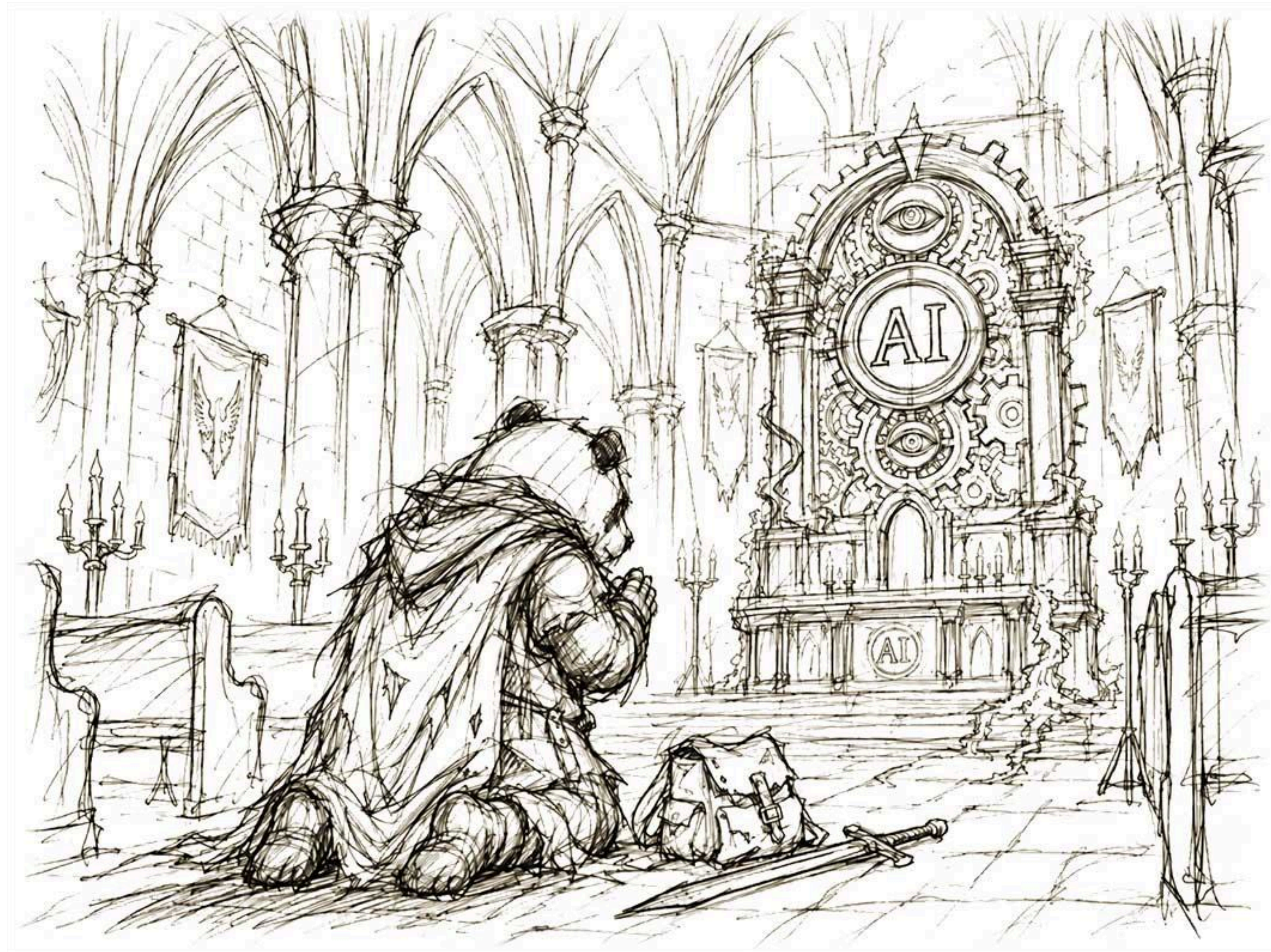
Omachy Theme

Oct 24, 2025 (ver 3.1 era)



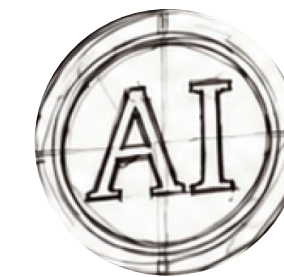
かっこいい！作ってみたい！ / Looks cool, I wanna build it!

Omachy Theme



Tokyo Night のテーマディレクトリを複製して、**ゲームボーイ**みたいな色でいい感じに置き換えて

Copy the Tokyo Night theme folder and tweak the colors to look **like a Game Boy**.

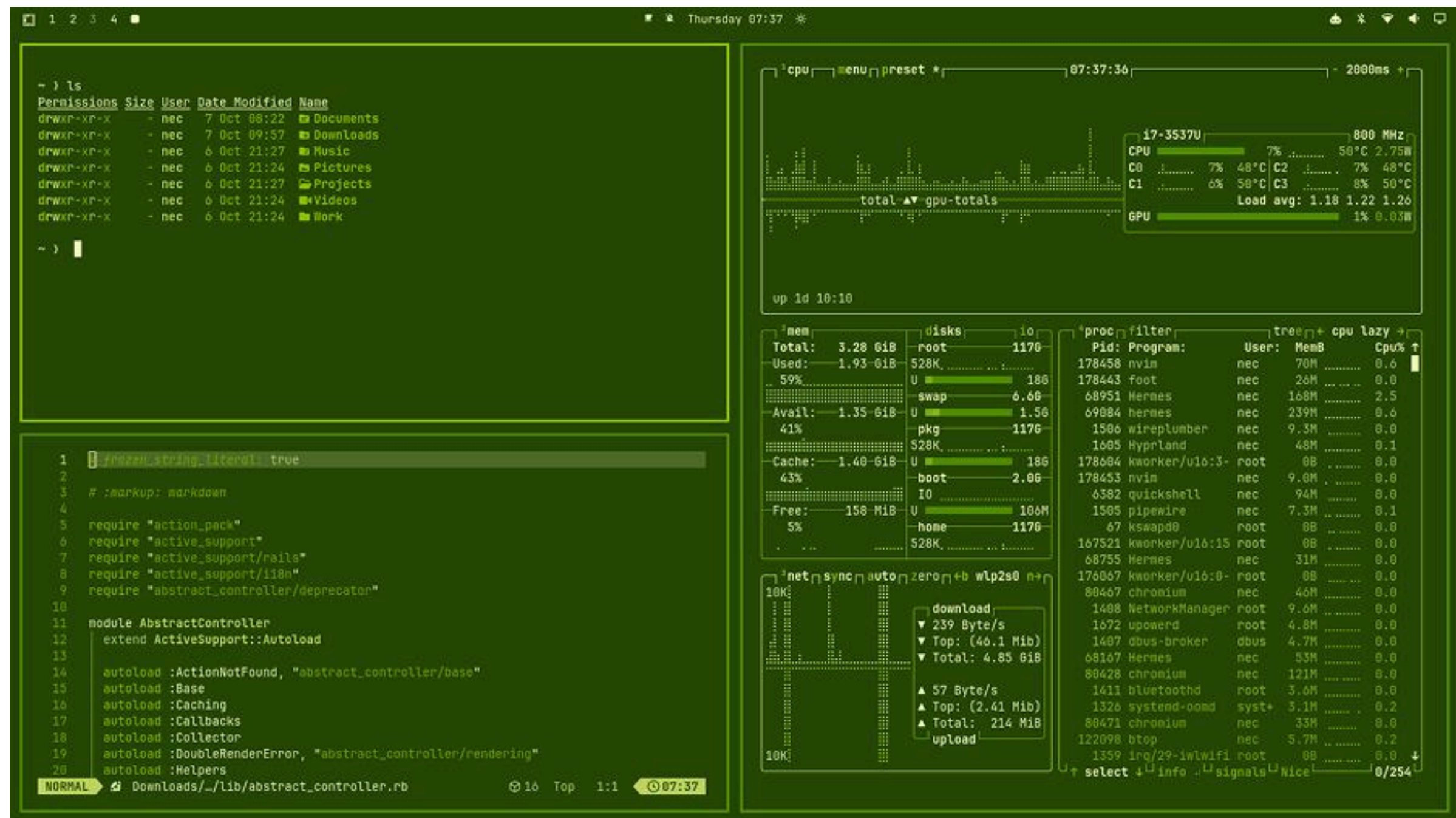
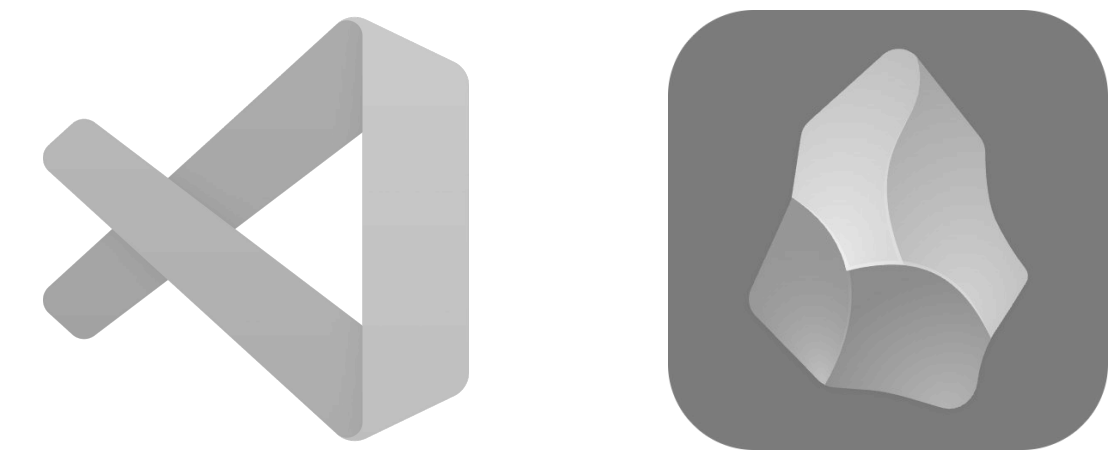


ORACLE / ASK / NO-THING /
RECEIVE-EVERYTHING-

Omarchy Theme



色が変わらない
No color change



Hyprland

Hyprlock

Waybar

Walker

Mako

SwayOSD

v3.3.0からテンプレート生成が導入されるが
ver3.1.4ではまだ未実装

Template generation introduced in v3.3.0
(Not yet implemented in v3.1.4)

エディタのカラースキーム発祥が多い

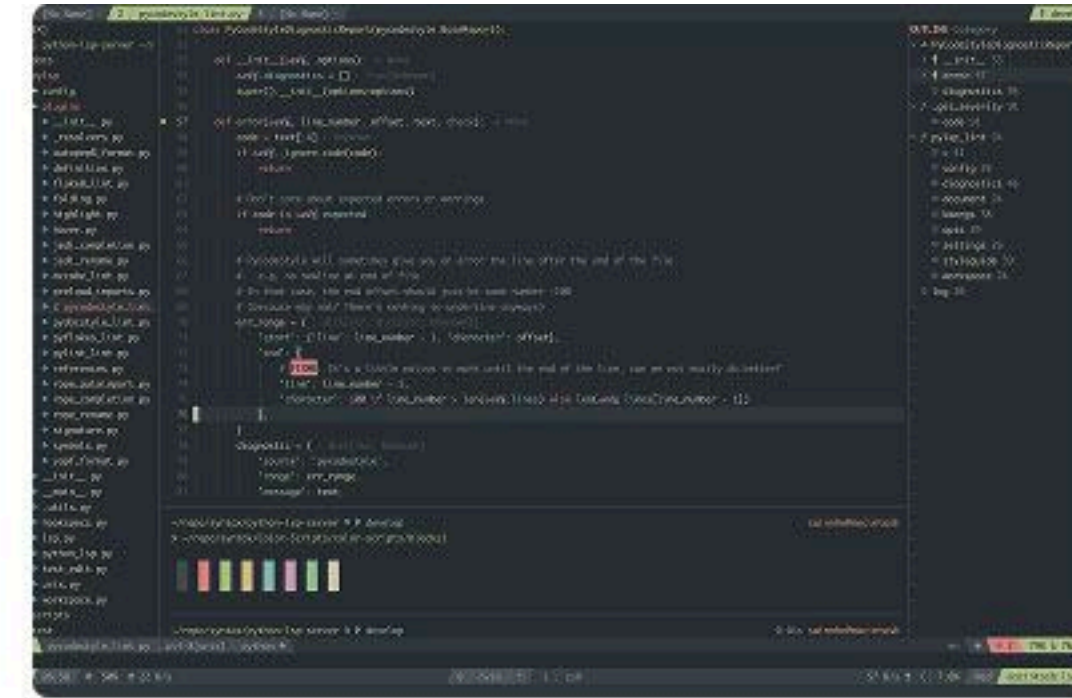
Many Themes Started as editor color schemes



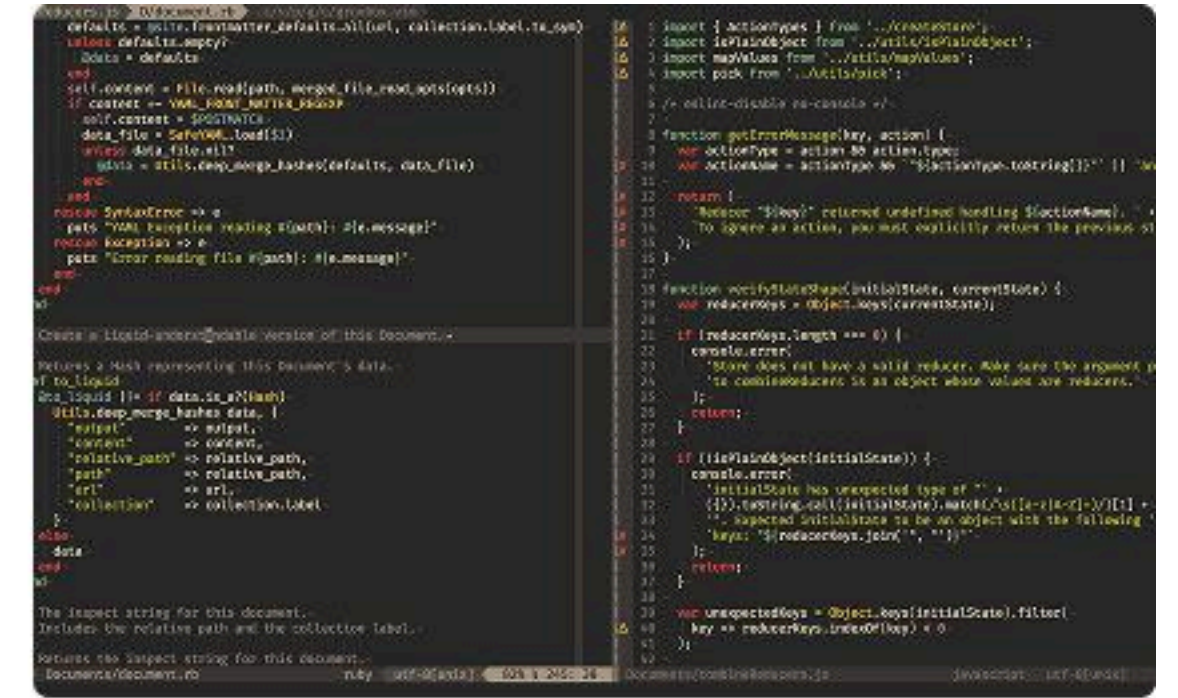
Tokyo Night



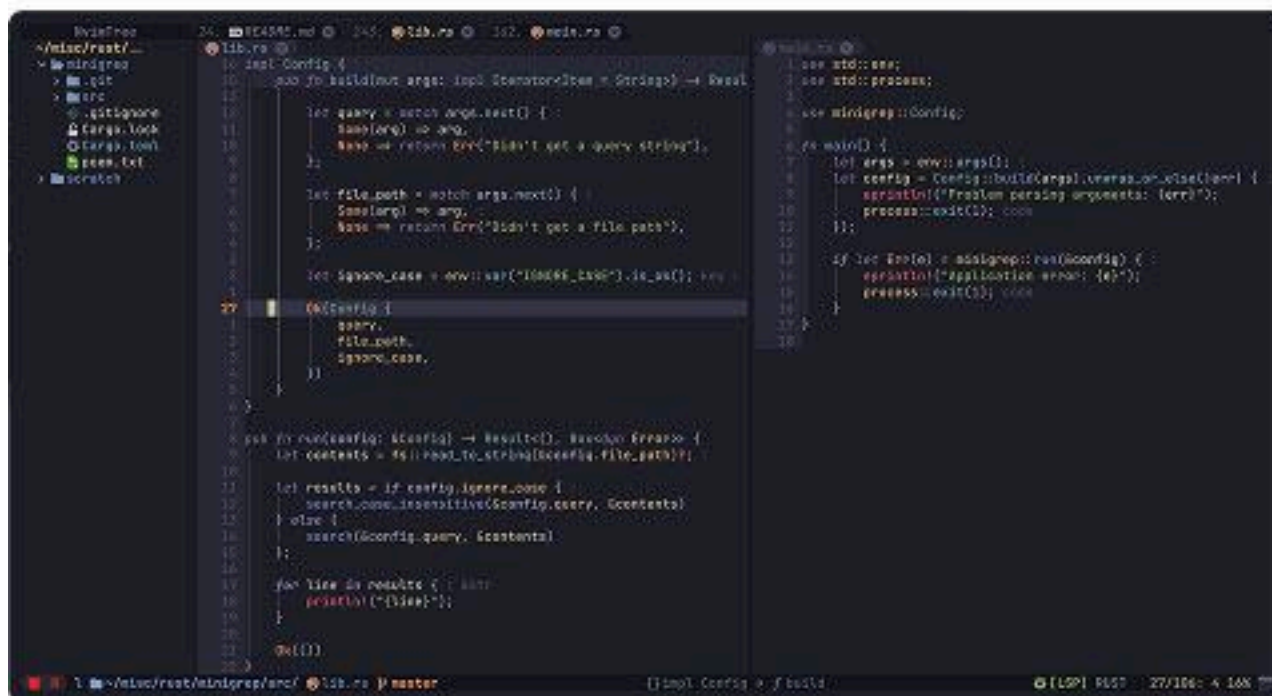
Catppuccin



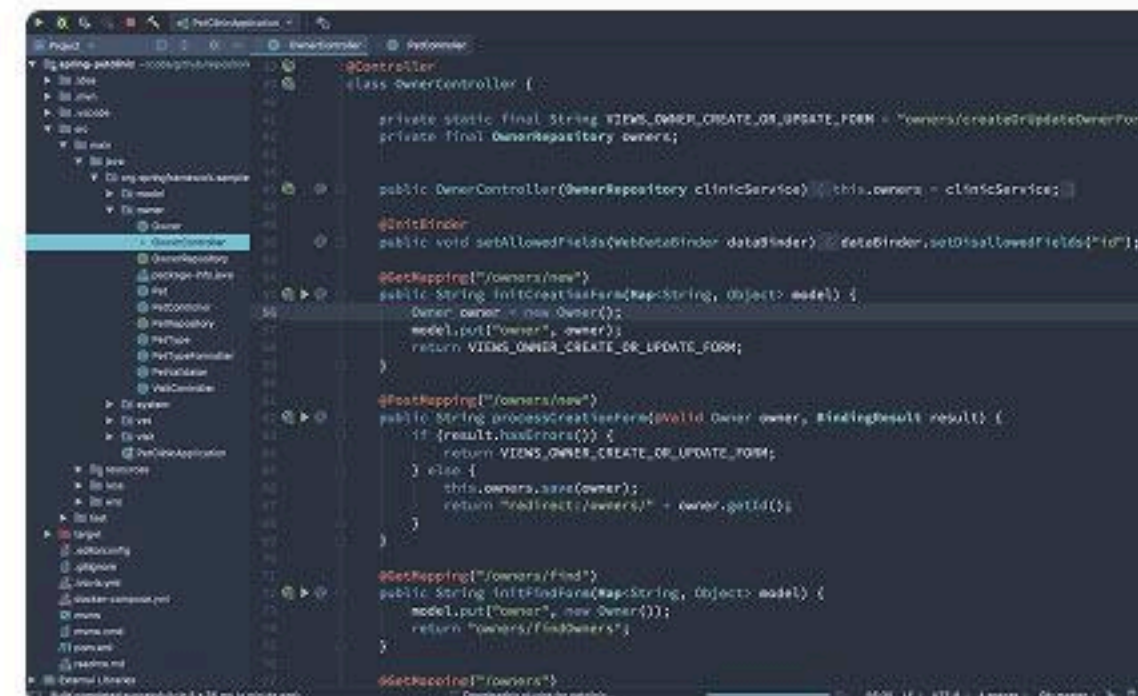
Everforest



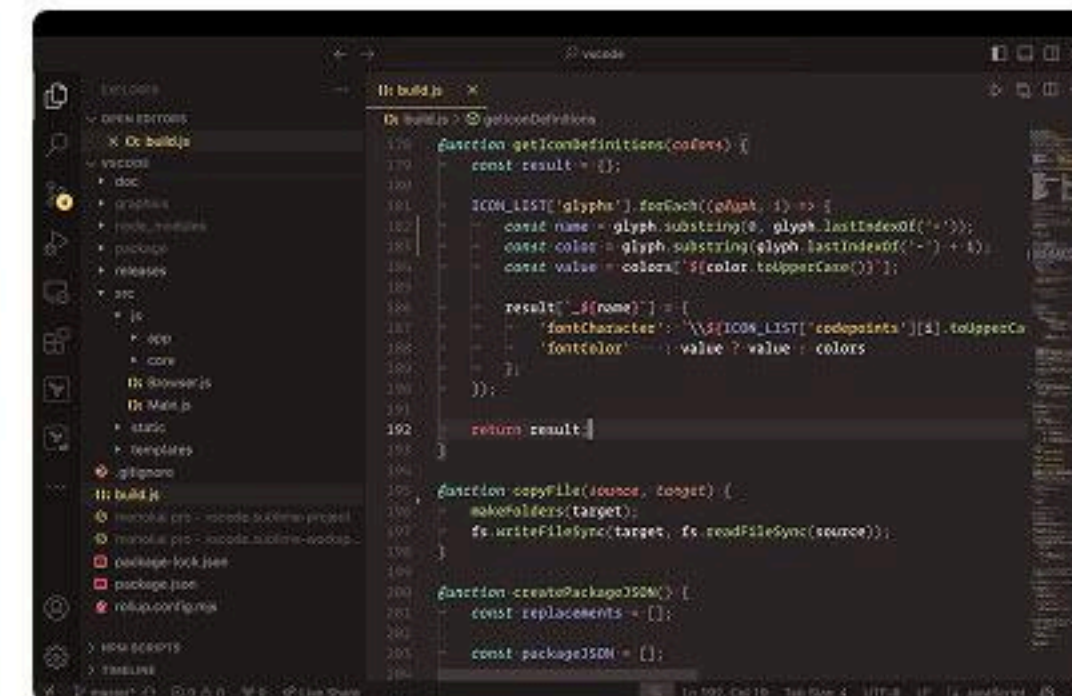
Gruvbox



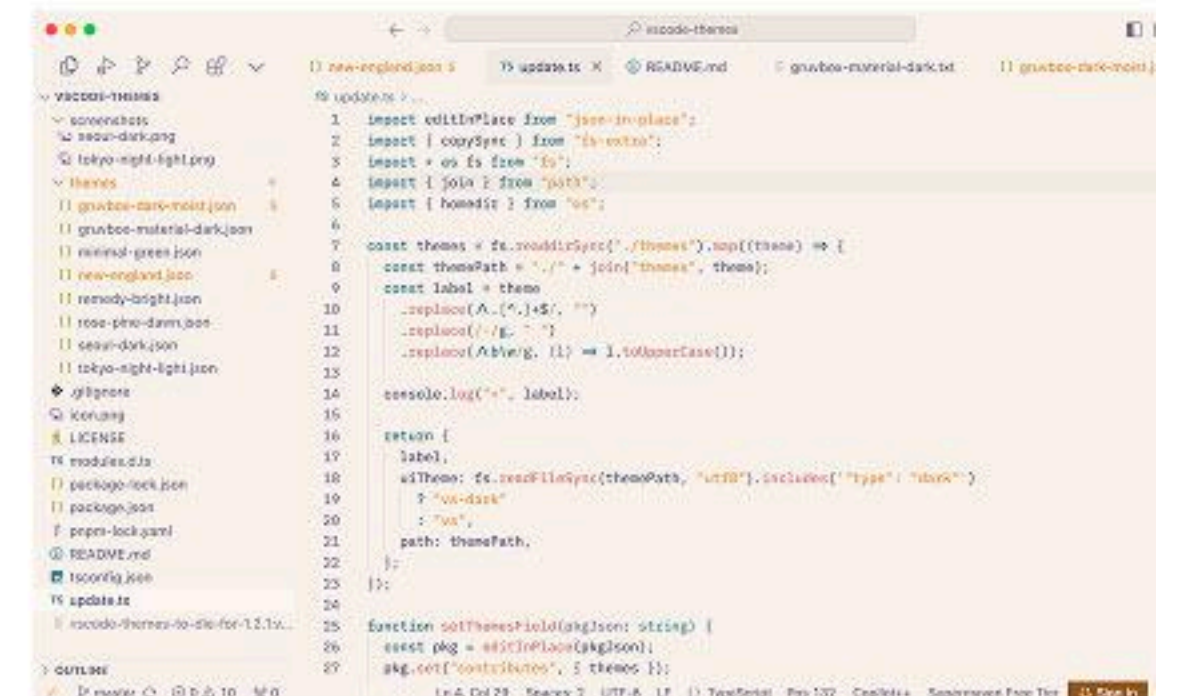
Kanagawa



Nord

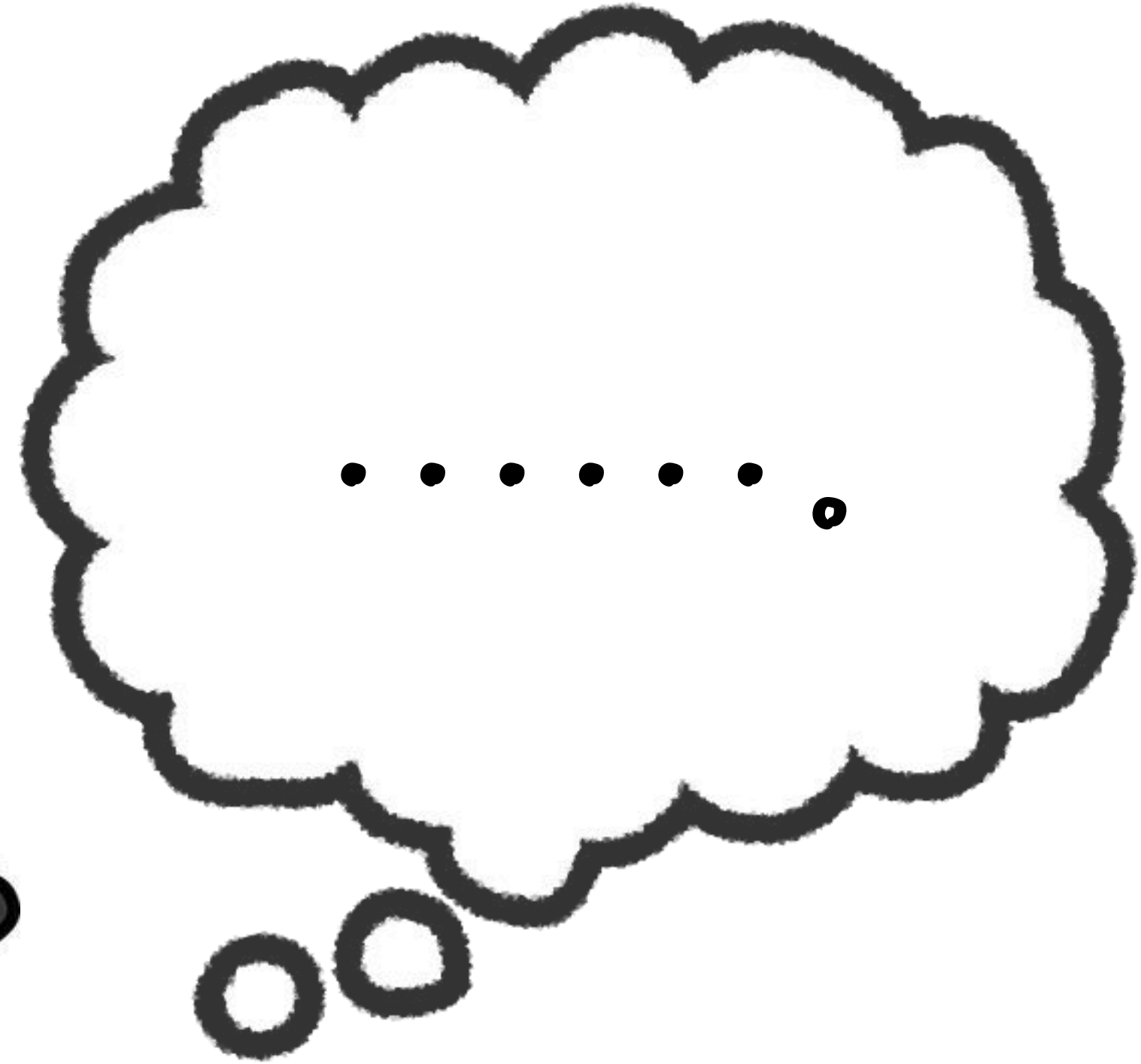


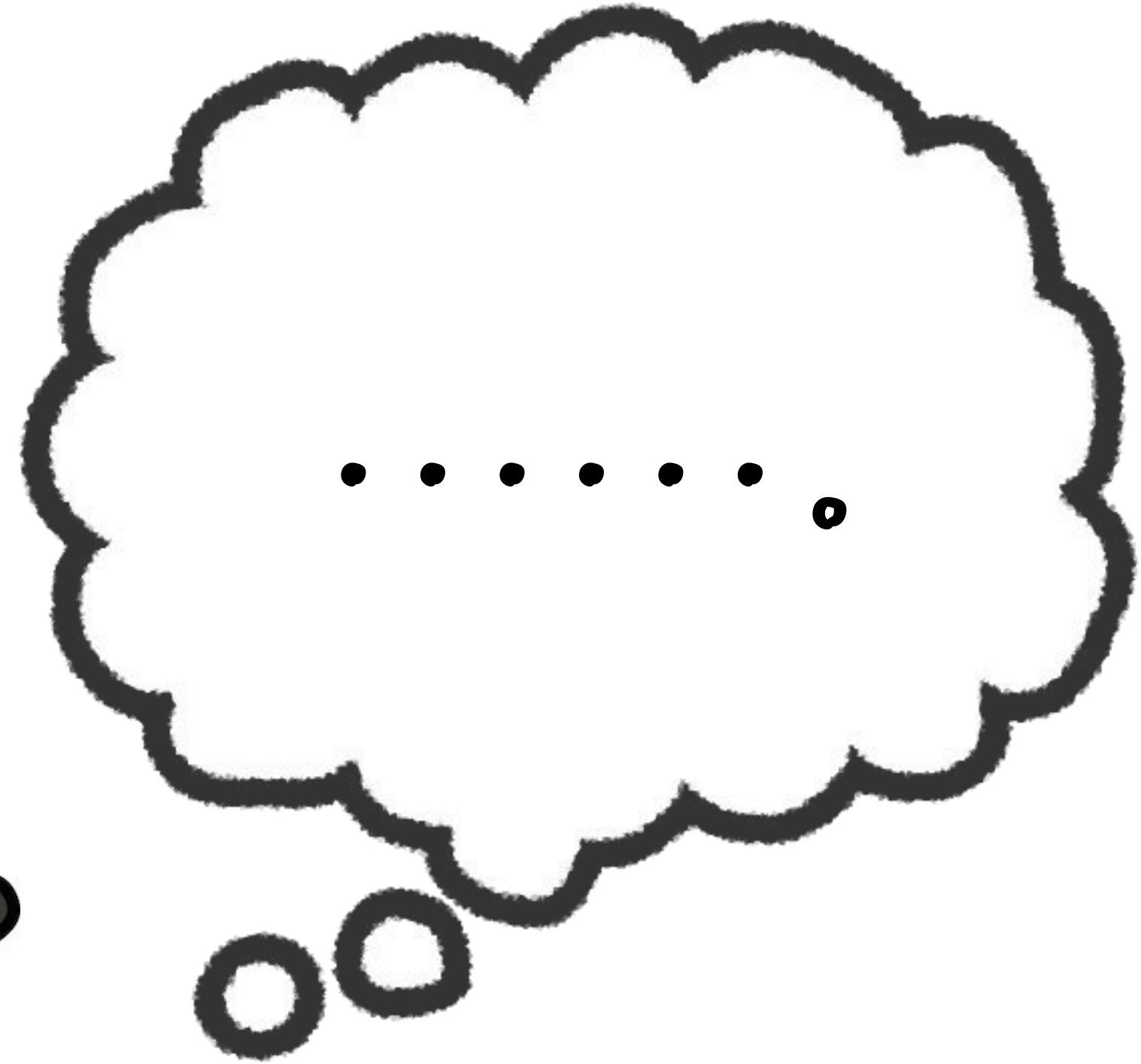
Ristretto



Rosé Pine







BUILD IT, I SHALL... A THEME!!

テーマは!!



くるかッ...

Inspired by Splatoon 3



ボールドマーカーネオ
Neo Sploosh-o-matic

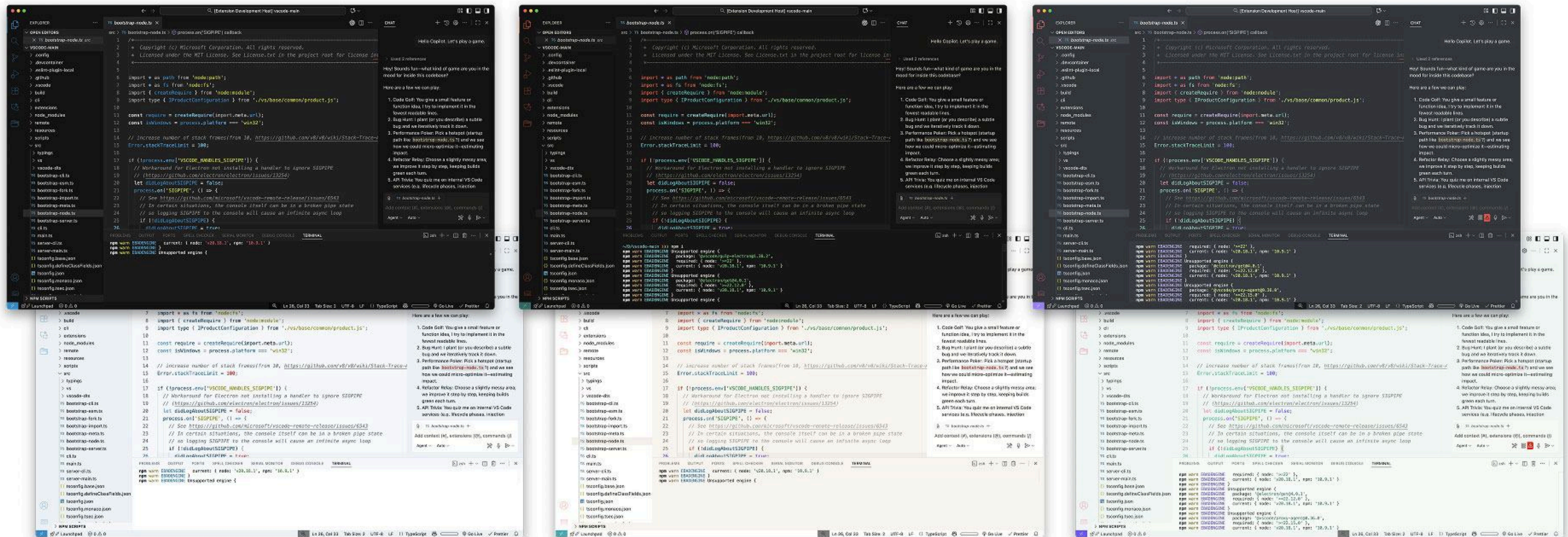


ハイドラント圧
Torrentz Hydra Splatling



ワイドローラー惑
Planetz Big Swig Roller

Inspired by Splatoon 3



ボードマーカーネオ
Neo Sploosh-o-matic

ハイドラント圧
Torrentz Hydra Splatling

ワイドローラー惑
Planetz Big Swig Roller

Inspired by Splatton 3

The image shows a screenshot of the Visual Studio Code (VS Code) interface. The main editor window displays a TypeScript file named `bootstrap-node.ts` in the `src` directory. The code is a process.on('SIGPIPE') callback function. The chat window on the right is open, showing a conversation with Copilot. The chat window has a header "Hello Copilot. Let's play a game." and a message "Hey! Sounds fun—what kind of game are you in the mood for inside this codebase?". Below the message, it says "Used 2 references" and "Here are a few we can play:". The list of games includes: 1. Code Golf, 2. Bug Hunt, 3. Performance Poker, 4. Refactor Relay, and 5. API Trivia. The chat window also has a search bar and a "Add context" button. The bottom status bar shows the current engine is "v20.18.1" and the npm version is "10.9.1".

```
src > TS bootstrap-node.ts > process.on('SIGPIPE') callback
1  /*-----
2   * Copyright (c) Microsoft Corporation. All rights reserved.
3   * Licensed under the MIT License. See License.txt in the project root for license information.
4   *-----
5
6  import * as path from 'node:path';
7  import * as fs from 'node:fs';
8  import { createRequire } from 'node:module';
9  import type { IProductConfiguration } from './vs/base/common/product.js';
10
11  const require = createRequire(import.meta.url);
12  const isWindows = process.platform === 'win32';
13
14  // increase number of stack frames (from 10, https://github.com/v8/v8/wiki/Stack-Trace-API)
15  Error.stackTraceLimit = 100;
16
17  if (!process.env['VSCODE_HANDLES_SIGPIPE']) {
18    // Workaround for Electron not installing a handler to ignore SIGPIPE
19    // (https://github.com/electron/electron/issues/13254)
20    let didLogAboutSIGPIPE = false;
21    process.on('SIGPIPE', () => {
22      // See https://github.com/microsoft/vscode-remote-release/issues/6543
23      // In certain situations, the console itself can be in a broken pipe state
24      // so logging SIGPIPE to the console will cause an infinite async loop
25      if (!didLogAboutSIGPIPE) {
26        didLogAboutSIGPIPE = true;
```

EXPLORER

OPEN EDITORS

- TS bootstrap-node.ts src

VSCODE-MAIN

- .config
- .devcontainer
- .eslint-plugin-local
- .github
- .vscode
- build
- cli
- extensions
- node_modules
- remote
- resources
- scripts
- src
 - typings
 - vs
 - vscode-dts
 - TS bootstrap-cli.ts
 - TS bootstrap-esm.ts
 - TS bootstrap-fork.ts
 - TS bootstrap-import.ts
 - TS bootstrap-meta.ts
 - TS bootstrap-node.ts
 - TS bootstrap-server.ts
 - TS cli.ts
 - TS main.ts
 - TS server-cli.ts
 - TS server-main.ts
 - tsconfig.base.json

CHAT

Hello Copilot. Let's play a game.

Used 2 references

Hey! Sounds fun—what kind of game are you in the mood for inside this codebase?

Here are a few we can play:

1. Code Golf: You give a small feature or function idea, I try to implement it in the fewest readable lines.
2. Bug Hunt: I plant (or you describe) a subtle bug and we iteratively track it down.
3. Performance Poker: Pick a hotspot (startup path like `bootstrap-node.ts`?) and we see how we could micro-optimize it—estimating impact.
4. Refactor Relay: Choose a slightly messy area; we improve it step by step, keeping builds green each turn.
5. API Trivia: You quiz me on internal VS Code services (e.g. lifecycle phases, injection)

TS bootstrap-node.ts +

Add context (#), extensions (@), commands (/)

Agent Auto

zsh

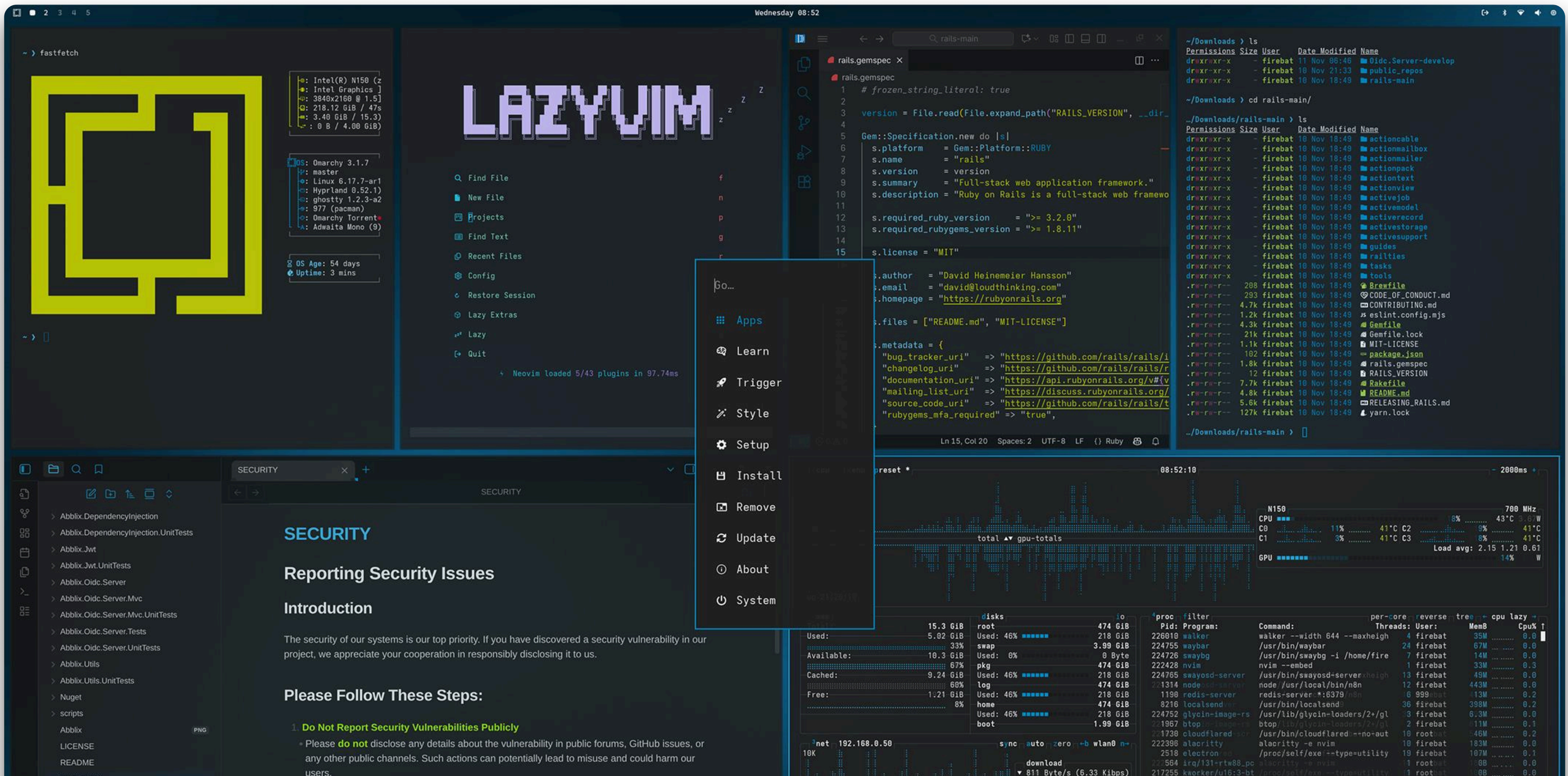
PROBLEMS OUTPUT PORTS SPELL CHECKER SERIAL MONITOR DEBUG CONSOLE TERMINAL

npm warn EBADENGINE current: { node: 'v20.18.1', npm: '10.9.1' }

npm warn EBADENGINE }

npm warn EBADENGINE Unsupported engine {

Inspired by Splattoon 3



Palette Forge ^{Early} (初期)

Color Palette

```
{  
  "purple": ■ "#BCB3EA"  
}
```

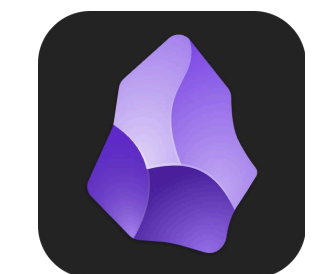
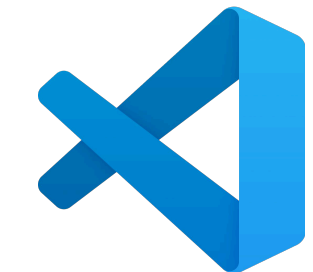
App Templates

Syntax
keyword

UI
buttonBackground
activeBorder



Build



OMARCHY

Palette Forge ^{Middle} (中期)

Color Palette

```
{  
  "purple": "#BCB3EA",  
  "purple_dark": "#6B4EFF",  
  "purple_dark2": "#4731B6"  
}
```

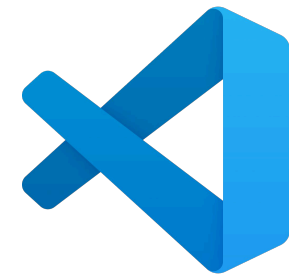
App Templates

Syntax
keyword

UI
buttonBackground
activeBorder



Build



omarc44



Palette Forge ^{Late} (後期)

Color Palette

```
{  
  "syntax": {  
    "keyword": ■ "#BCB3EA"  
  },  
  "ui": {  
    "buttonBackground": ■ "#6B4EFF",  
    "activeBorder": ■ "#4731B6"  
  }  
}
```

App Templates

Syntax
keyword

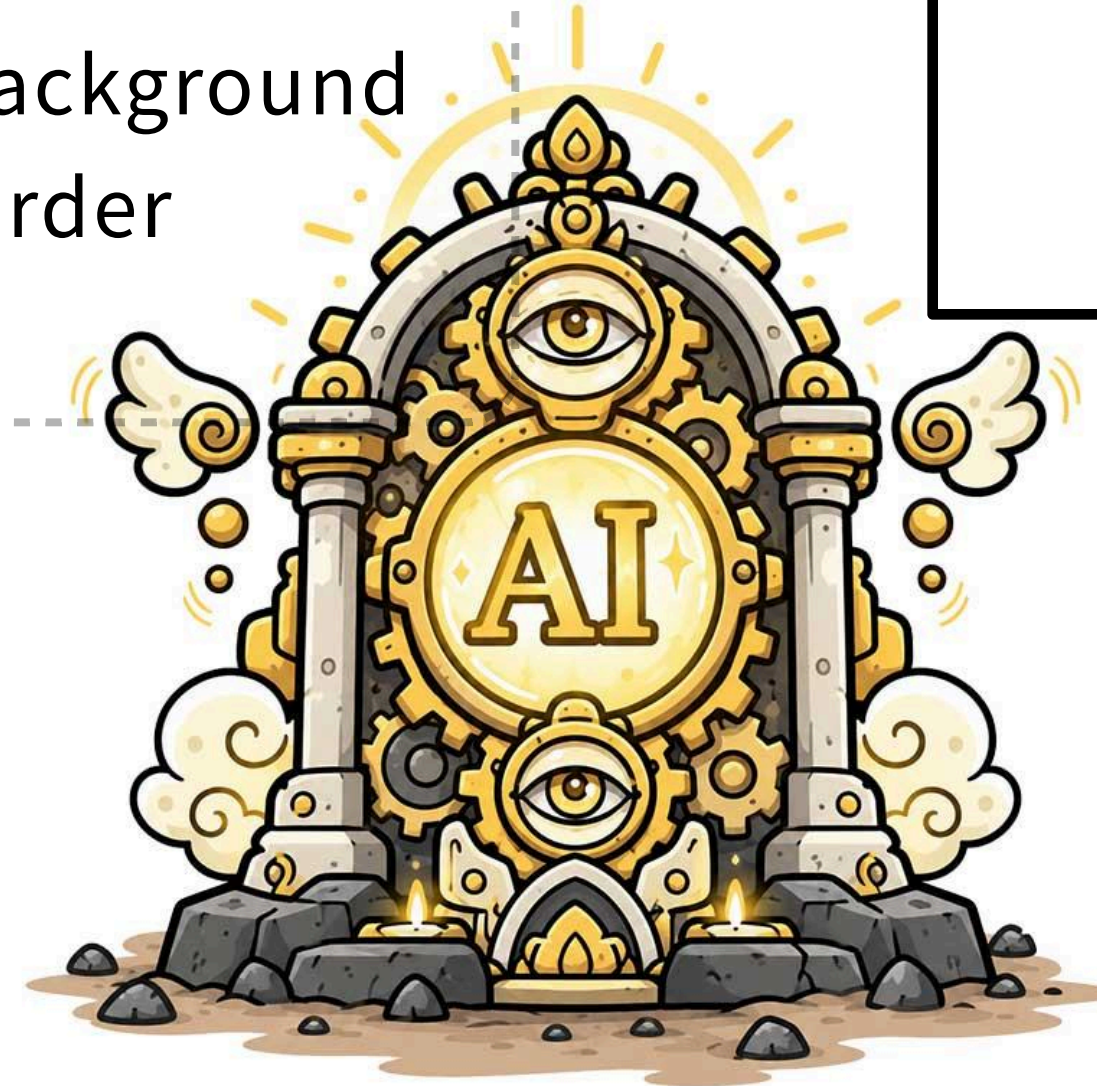
UI
buttonBackground
activeBorder

Build



OMARCHY

✗ Prompter
✓ Priest



In AI We Trust

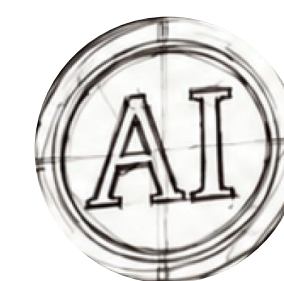


背景は■、文字は■。
差し色は■と■。■も使いたい。
あとは役割に合わせて、いい感じに
お願いします。

Use ■ for the background and ■
for the text.

Use ■ and ■ as accents, with
some ■ too.

Please fill in the rest to suit each
role and make it all look good.

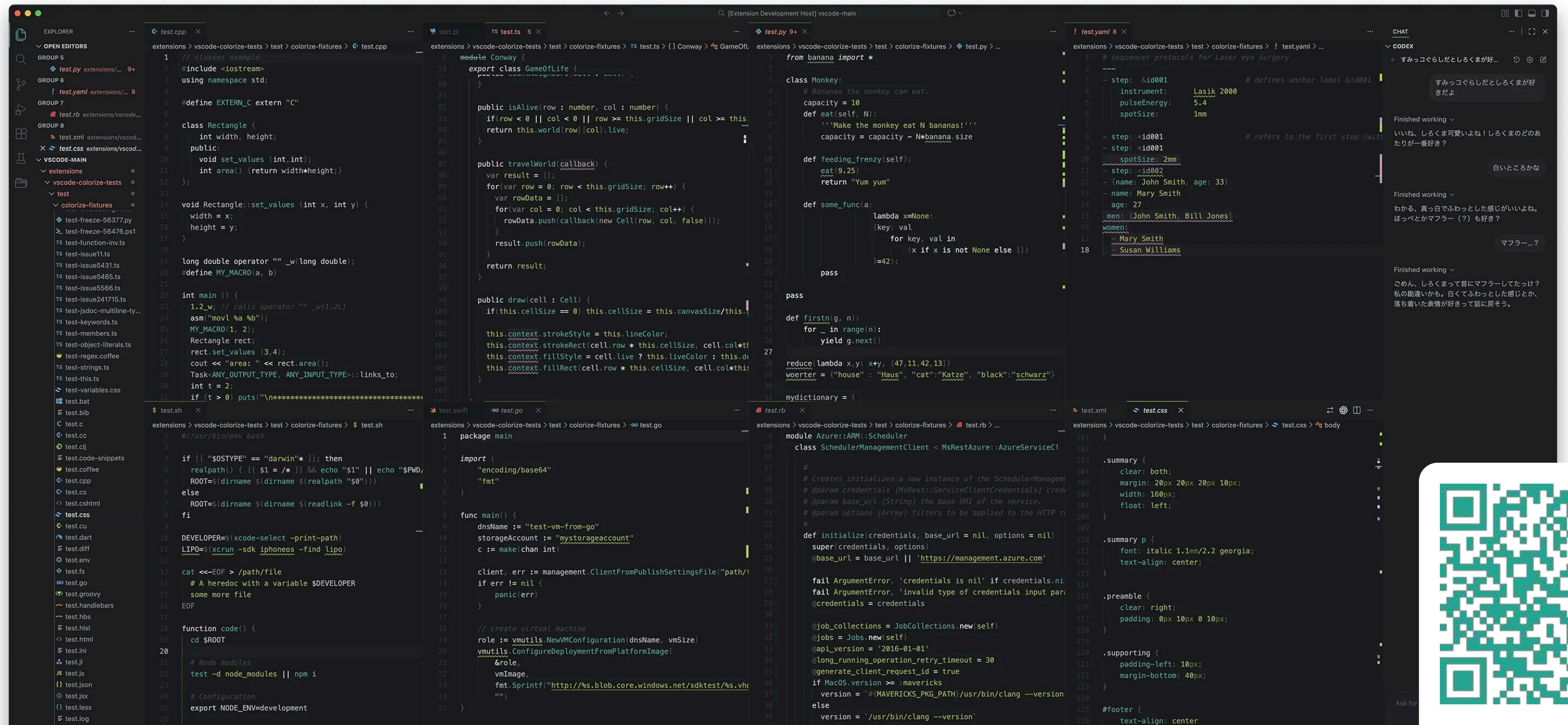


差し色はボタンやインジケーターに
使って、構文全体にバランスよく散ら
しておくね。

I'll use accent colors for buttons
and indicators, and balance them
nicely across the syntax.

Further Exploration

<https://monooki.net/2026/01/orbit-theme-syntax>



Trust. Believe. Delegate.



何が欲しいか。 **何**を作りたいか。

それが分かれば、全部を知らなくても遠くまで行ける。

Know what you want. Know what you want to build.

You don't have to know everything to go a long way.