

ds are registered to preserve entry point commands Refactor command registration logic in `registerCommands.js` to correctly handle existing Discord commands, particularly "Entry Point" commands, by preserving their IDs and properties during updates and ensuring they are not inadvertently removed in bulk operations. Replit-Commit-Author: Agent
Replit-Commit-Session-Id: fc63d6eb-67a9-4c3d-b9b4-4912b9ed1a35
Replit-Commit-Checkpoint-Type: full_checkpoint Replit-Commit-Event-Id: 0b07546c-8fa9-4591-accd-a71d504e359b

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Menu

```
==> Downloading cache...
==> Cloning from https://github.com/TigerMask1/Zoobot
==> Checking out commit d71462eba6c78ad4ccb99b430dab1cd2dd216078 in branch main
==> Downloaded 59MB in 3s. Extraction took 1s.
==> Using Node.js version 22.16.0 (default)
==> Docs on specifying a Node.js version: https://render.com/docs/node-version
==> Running build command 'yarn'...
yarn install v1.22.22
info No lockfile found.
[1/4] Resolving packages...
[2/4] Fetching packages...
[3/4] Linking dependencies...
warning Workspaces can only be enabled in private projects.
warning Workspaces can only be enabled in private projects.
warning Workspaces can only be enabled in private projects.
warning Workspaces can only be enabled in private projects.
warning Workspaces can only be enabled in private projects.
[4/4] Building fresh packages...
success Saved lockfile.
Done in 10.47s.
==> Uploading build...
==> Uploaded in 4.2s. Compression took 1.9s
==> Build successful 🎉
==> Deploying...
==> Running 'yarn node index.js'
yarn node v1.22.22
🌐 Server running on port 10000
✅ Logged in as Zoobot#8592!
🎮 Bot is ready to serve 1 servers!
==> Your service is live 🎉
==>
```

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==> //////////////////////////////////////
==>
==> Available at your primary URL https://zoobot-zoki.onrender.com
==>
==> //////////////////////////////////////
✓ Connected to MongoDB with connection pooling (pool size: 5-50)
✓ Backfilled missing data in MongoDB: ST, moves, HP, pending tokens, shards, trophies,
message tracking, daily rewards, quests, mailbox, crates, and skins
✓ Data loaded successfully
✓ Loaded 2 server configurations
🎮 Battle Arena Activity attached to server
🚀 Activity is ENABLED and ready for battles!
📌 Activity URL: /activity/index.html
🎮 Discord Activity Battle System initialized successfully!
✨ Players can now use !battleactivity to launch the interactive arena!
📅 Event "🏆 Trophy Hunt" is active, ends in 1340 minutes
🕒 Event scheduler started - checking every minute for scheduled events
✓ Drops started for server 1430516117851340893 (every 20s)
✓ Drop system initialized for 1 servers
✓ Promotion system initialized for 0 servers
📁 Starting Personalized Task System...
✓ Personalized Task System started!
🔄 Started refreshing application (/) commands...
📋 Found 1 existing command(s)
  - /launch (ID: 1438151951295451240, Entry Point: true)
+ Adding new command: /arena
🔄 Updating existing command: /launch (ID: 1438151951295451240)
📁 Registering 2 total command(s)...
✗ Error registering commands: DiscordAPIError[50035]: Invalid Form Body
1[APPLICATION_COMMANDS_TYPE_IMMUTABLE]: Application command types are
immutable
  at handleErrors
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:762:13)
  at process.processTicksAndRejections (node:internal/process/task_queues:105:5)
  at async SequentialHandler.runRequest
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:1163:23)
  at async SequentialHandler.queueRequest
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:994:14)
  at async _REST.request
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:1307:22)
  at async registerCommands (/opt/render/project/src/registerCommands.js:108:5)
  at async Client.<anonymous> (/opt/render/project/src/index.js:180:7) {
  requestBody: { files: undefined, json: [ [Object], [Object] ] },
  rawError: {
    message: 'Invalid Form Body',
    code: 50035,
    errors: { '1': [Object] }
  },
}
```

```

code: 50035,
status: 400,
method: 'PUT',
url: 'https://discord.com/api/v10/applications/1430549442842460170/commands'
}
❌ Failed to register slash commands: DiscordAPIError[50035]: Invalid Form Body
1[APPLICATION_COMMANDS_TYPE_IMMUTABLE]: Application command types are
immutable
    at handleErrors
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:762:13)
    at process.processTicksAndRejections (node:internal/process/task_queues:105:5)
    at async SequentialHandler.runRequest
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:1163:23)
    at async SequentialHandler.queueRequest
(/opt/render/project/src/node_modules/@discordjs/rest/dist/index.js:994:14)
    at async _REST.request
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    at async Client.<anonymous> (/opt/render/project/src/index.js:180:7) {
  requestBody: { files: undefined, json: [ [Object], [Object] ] },
  rawError: {
    message: 'Invalid Form Body',
    code: 50035,
    errors: { '1': [Object] }
  },
  code: 50035,
  status: 400,
  method: 'PUT',
  url: 'https://discord.com/api/v10/applications/1430549442842460170/commands'
}
✅ All systems initialized!
==> Detected service running on port 10000
==> Docs on specifying a port: https://render.com/docs/web-services#port-binding

```