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// server.js - Figurine Maker API Proxy
// Keeps your Replicate key 100% hidden from users

const express = require('express');
const cors    = require('cors');
const app     = express();

app.use(cors({ origin: '*' }));
app.use(express.json({ limit: '25mb' }));

const REPLICATE_KEY = process.env.REPLICATE_KEY;
if (!REPLICATE_KEY) {
  console.error('Set REPLICATE_KEY in Railway environment variables');
  process.exit(1);
}

app.get('/', (req, res) => res.json({ status: 'Figurine Maker API running' }));

app.post('/generate', async (req, res) => {
  try {
    const { imageBase64, prompt } = req.body;
    if (!imageBase64 || !prompt) return res.status(400).json({ error: 'Missing fi

const response = await fetch('https://api.replicate.com/v1/predictions', {
  method: 'POST',
  headers: { 'Authorization': `Token ${REPLICATE_KEY}`, 'Content-Type': 'appl
  body: JSON.stringify({
    version: '7762fd07cf82c948538e41f63f77d685e02b063e37e496241f10f44e4d6b542
    input: {
      image: imageBase64,
      prompt: prompt,
      negative_prompt: 'blurry, low quality, extra limbs, bad anatomy, text,
      prompt_strength: 0.80,
      num_inference_steps: 40,
      guidance_scale: 7.5,
      scheduler: 'K_EULER',
      num_outputs: 1,
      refine: 'expert_ensemble_refiner',
      high_noise_frac: 0.80,
    }
  })
});

const data = await response.json();

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    if (!response.ok) return res.status(response.status).json({ error: data.detail });
    res.json({ id: data.id });

  } catch (err) {
    res.status(500).json({ error: err.message });
  }
});

app.get('/result/:id', async (req, res) => {
  try {
    const response = await fetch(`https://api.replicate.com/v1/predictions/${req.
      headers: { 'Authorization': `Token ${REPLICATE_KEY}` }
    });
    const data = await response.json();
    res.json({
      status: data.status,
      imageUrl: data.status === 'succeeded' ? (Array.isArray(data.output) ? data.
        error: data.error || null
      });
    } catch (err) {
      res.status(500).json({ error: err.message });
    }
  });

const PORT = process.env.PORT || 3000;
app.listen(PORT, () => console.log(`Figurine Maker API on port ${PORT}`));

```