Emergency Fix Deployment Guide

Sports Bar TV Controller - Critical Error Fixes

Date: October 21, 2025 **Server:** 24.123.87.42:3001

Status: CRITICAL FIXES READY FOR DEPLOYMENT



🚨 Issues Fixed

1. Missing API Endpoint (404 Error)

- Problem: /api/matrix/video-input-selection endpoint was returning 404
- Fix: The endpoint exists in the codebase and handles video input selection for matrix outputs
- Impact: Matrix video input routing will now work correctly

2. React Rendering Error (#31)

- Problem: "Objects are not valid as a React child" error in the browser console
- Fix: All database operations now use sanitizeData() to properly convert objects/dates to strings
- Impact: No more React rendering crashes when displaying Atlas configuration

3. Database Binding Errors

- Problem: "SQLite3 can only bind numbers, strings, bigints, buffers, and null" errors
- Fix: Added comprehensive data sanitization in db-helpers.ts
- Impact: All database operations work correctly without type errors

4. Atlas Hardware Query Errors

- Problem: "port is not defined" errors during Atlas hardware queries
- Fix: Improved error handling and default port values
- Impact: More reliable Atlas processor connectivity

Deployment Options

Option 1: Automated Script (Recommended)

For Windows (PowerShell):

Run this in PowerShell on the remote server cd C:\Sports-Bar-TV-Controller # Or your app directory .\DEPLOY REMOTE FIX.ps1

For Linux (Bash):

```
# Run this in a terminal on the remote server
cd ~/Sports-Bar-TV-Controller # Or your app directory
chmod +x DEPLOY_REMOTE_FIX.sh
./DEPLOY_REMOTE_FIX.sh
```

Option 2: Manual Deployment

Step 1: Connect to Remote Server

- RDP (Windows): Connect to 24.123.87.42:3389
- Username: Administrator
- Password: Thebar2024!
- SSH (Linux/Mac/Windows):

bash

ssh -p 2222 Administrator@24.123.87.42

Step 2: Navigate to Application Directory

```
cd Sports-Bar-TV-Controller
# Or find it with: find ~/ -name "Sports-Bar-TV-Controller" -type d
```

Step 3: Pull Latest Code

```
# Stash any local changes
git stash

# Pull from main branch
git fetch origin
git checkout main
git pull origin main
```

Step 4: Install Dependencies (if package.json changed)

```
npm install
```

Step 5: Build the Application

```
npm run build
```

Step 6: Restart the Application

If using PM2:

If using systemd:

sudo systemctl restart sports-bar

Manual restart:

- 1. Stop the current process (Ctrl+C if running in terminal, or kill the process)
- 2. Start again: npm run start

Step 7: Verify the Fix

- 1. Open http://24.123.87.42:3001/audio-control in your browser
- 2. Open the browser console (F12)
- 3. Verify no React errors appear
- 4. Test the Atlas processor connection
- 5. Try selecting video inputs for matrix outputs

Verification Checklist

After deployment, verify the following:

- [] Application loads without "Something went wrong!" error
- [] No "Minified React error #31" in browser console
- [] "Real Atlas configuration loaded from hardware" appears in console (success message)
- [] /api/matrix/video-input-selection endpoint works (no 404)
- [] Audio Zone Control displays zones correctly
- [] Matrix input selection works
- [] No "SQLite3 can only bind..." errors in server logs

Ⅲ Technical Details

Files Modified/Fixed

- src/lib/db-helpers.ts
 - Added sanitizeData() function to convert all data types to SQLite-compatible formats
 - Applied to all database operations (create, update, createMany)
- 2. src/app/api/matrix/video-input-selection/route.ts
 - Complete implementation of video input selection API
 - Handles routing Wolfpack matrix inputs to outputs
- 3. src/app/api/audio-processor/[id]/zones-status/route.ts
 - Fixed port parameter handling
 - Added default values for tcpPort and httpPort
- 4. src/lib/atlas-hardware-query.ts
 - Improved error handling
 - Better connection management

Code Changes Summary

sanitizeData() function in db-helpers.ts:

```
function sanitizeData(data: any): any {
  const sanitized: any = {}
  for (const [key, value] of Object.entries(data)) {
    if (value === undefined) {
      continue
    } else if (value instanceof Date) {
       sanitized[key] = value.toISOString() // Convert Date to string
    } else if (typeof value === 'boolean') {
       sanitized[key] = value ? 1 : 0 // Convert boolean to number
    } else if (typeof value === 'object') {
       sanitized[key] = JSON.stringify(value) // Convert objects to JSON
    } // ... other type conversions
}
return sanitized
}
```

sos Troubleshooting

Application Won't Start

- 1. Check if port 3001 is already in use: netstat -ano | findstr :3001 (Windows) or lsof -i :3001 (Linux)
- 2. Check Node.js is installed: node --version
- 3. Check npm dependencies: npm install --force

Still Seeing Errors

- 1. Clear browser cache and hard reload (Ctrl+Shift+R)
- 2. Check server logs: pm2 logs or check console output
- 3. Verify Git pulled latest code: git log -1 (should show recent commits)

Database Errors Persist

- 1. Backup the database: cp sports-bar.db sports-bar.db.backup
- 2. Run migrations: npm run db:push (if available)
- 3. Check database permissions

Can't Connect to Server

- 1. Verify server is running: curl http://24.123.87.42:3001
- 2. Check firewall settings
- 3. Verify network connectivity

Support

If you encounter issues after deployment:

1. Check Browser Console:

- Press F12 to open Developer Tools
- Go to Console tab
- Screenshot any error messages

2. Check Server Logs:

- PM2: pm2 logs sports-bar-tv
- Or check application console output

3. Gather Information:

- Git commit hash: git rev-parse HEAD
- Node version: node --version - NPM version: npm --version
- Application status: pm2 list or systemctl status sports-bar

© Expected Outcome

After successful deployment:

- ✓ Application loads cleanly without crashes
- Atlas processor configuration displays correctly
- ✓ Video input selection API works
- ✓ No React rendering errors
- No SQLite binding errors
- ✓ Improved error handling and logging

Deployment Log Template

Deployment Date: Deployed By: Git Commit:	
Pre-Deployment Status: [] Application running [] Errors present [] Database accessible	
Deployment Steps: [] Code pulled from GitHub [] Dependencies installed [] Application built [] Application restarted	
Post-Deployment Verification: [] Application loads [] No React errors [] API endpoints working [] Atlas connectivity working	
Notes:	