

Instructions to Complete Your Update

Current Situation

- 🔽 Fix has been implemented and pushed to GitHub
- Pull Request #121 created and ready for review
- Code is available in the UI for your review

PR Link: https://github.com/dfultonthebar/Sports-Bar-TV-Controller/pull/121

What Was Fixed

- 1. **Updated** .gitignore to ignore:
 - data/*.db and data/*.db-journal
 - benchmark-reports/
 - next/
 - *.tgz and *.tar.gz
- 2. Enhanced update_from_github.sh to:
 - Detect untracked file conflicts before git pull
 - Automatically backup conflicting files
 - Complete the update successfully
 - Restore non-conflicting files

Step-by-Step Instructions

Option 1: Merge PR and Update (RECOMMENDED)

This is the cleanest approach:

```
# Step 1: Review and merge the PR on GitHub
# Visit: https://github.com/dfultonthebar/Sports-Bar-TV-Controller/pull/121
# Click "Merge pull request" button
# Step 2: Navigate to your project directory
cd ~/Sports-Bar-TV-Controller
# Step 3: Fetch the latest changes
git fetch origin main
# Step 4: Reset to the latest main (gets the fix)
git reset --hard origin/main
# Step 5: Run the update script - it will now handle conflicts automatically!
./update_from_github.sh
```

Option 2: Quick Fix (If You Want to Update Right Now)

If you can't wait for the PR to be merged:

```
# Step 1: Navigate to your project directory
cd ~/Sports-Bar-TV-Controller

# Step 2: Manually remove the conflicting untracked files
# (They'll be recreated by the application if needed)
rm -f data/sports_bar.db
rm -rf benchmark-reports
rm -rf next
rm -f *.tgz

# Step 3: Now you can pull the latest changes
git pull origin main

# Step 4: Run the update script
./update_from_github.sh
```

Option 3: Cherry-Pick the Fix (Advanced)

If you want to apply the fix to your current branch:

```
# Step 1: Navigate to your project directory
cd ~/Sports-Bar-TV-Controller

# Step 2: Fetch the fix branch
git fetch origin fix/update-script-untracked-files

# Step 3: Cherry-pick the fix commit
git cherry-pick 1fb482d

# Step 4: Now run the update script
./update_from_github.sh
```

What to Expect

When you run ./update from github.sh after the fix:

```
Checking for untracked files that might conflict with update...
Found untracked files that conflict with incoming changes:
        - data/sports_bar.db

These files will be backed up and moved to:
        /home/ubuntu/sports-bar-backups/untracked-conflicts-20251007-193000

Backed up: data/sports_bar.db
Conflicting untracked files backed up successfully

Pulling latest changes from GitHub...
Successfully pulled latest changes

Checking if backed up files should be restored...
i data/sports_bar.db - now tracked by git (keeping new version)

Backup of conflicting files kept at: /home/ubuntu/sports-bar-backups/untracked-conflicts-20251007-193000
```

Temporal StepsWerification Steps

After running the update, verify everything is working:

```
# 1. Check git status (should be clean)
git status

# 2. Check that ignored files are properly ignored
git check-ignore data/sports_bar.db benchmark-reports/ next/

# 3. Verify the application starts
pm2 status sports-bar-tv-controller

# 4. Check the application is responding
curl http://localhost:3000
```

Where Are My Files?

If the script backed up your files, they're here:

```
# List all backups
ls -lh ~/sports-bar-backups/

# View conflict backups specifically
ls -lh ~/sports-bar-backups/untracked-conflicts-*/

# Restore a specific file if needed
cp ~/sports-bar-backups/untracked-conflicts-TIMESTAMP/data/sports_bar.db ./data/
```

Important Notes

About data/sports bar.db

The database file location has been a source of confusion. Here's the clarification:

- **Tracked by git:** prisma/dev.db or prisma/data/sports_bar.db
- Local only (ignored): data/sports_bar.db

The .env file should point to the correct location:

```
DATABASE_URL="file:./prisma/dev.db"
# or
DATABASE_URL="file:./prisma/data/sports_bar.db"
```

About Stashed Changes

If you ran git stash earlier, you can restore those changes:

```
# List stashed changes
git stash list

# Apply the most recent stash
git stash pop

# Or apply a specific stash
git stash apply stash@{0}
```

sos Troubleshooting

If Update Still Fails

```
# Check what files are causing issues
git status

# Check what files would be overwritten
git fetch origin main
git diff --name-only HEAD origin/main

# Manually backup and remove problematic files
mkdir -p ~/manual-backup
cp <problematic-file> ~/manual-backup/
rm <problematic-file>

# Try update again
git pull origin main
./update_from_github.sh
```

If You Need to Restore Everything

```
# Find your latest backup
ls -lt ~/sports-bar-backups/config-backup-*.tar.gz | head -1

# Extract it
cd ~/Sports-Bar-TV-Controller
tar -xzf ~/sports-bar-backups/config-backup-TIMESTAMP.tar.gz

# Restart the application
pm2 restart sports-bar-tv-controller
```

♦ Need More Help?

- 1. Check the detailed analysis: FIX SUMMARY.md in the project root
- 2. Review the PR: https://github.com/dfultonthebar/Sports-Bar-TV-Controller/pull/121
- 3. Check update logs: cat ~/Sports-Bar-TV-Controller/update.log
- 4. **View backups:** ls -lh ~/sports-bar-backups/

Success Checklist

After completing the update, you should have:

• [] PR #121 reviewed and merged (or fix applied)

- [] Update script ran successfully
- [] No git conflicts or errors
- [] Application running (pm2 status)
- [] Application responding (curl http://localhost:3000)
- [] All your data preserved
- [] Backups available in ~/sports-bar-backups/

🎉 You're All Set!

Once you complete these steps, your system will be updated and the git conflict issue will be permanently resolved. Future updates will automatically handle any untracked file conflicts.

Quick Commands Reference:

```
# Merge PR and update (recommended)
cd ~/Sports-Bar-TV-Controller
git fetch origin main
git reset --hard origin/main
./update_from_github.sh

# Check status
git status
pm2 status

# View backups
ls -lh ~/sports-bar-backups/
```

Important: Don't forget to configure GitHub App permissions if needed: GitHub App (https://github.com/apps/abacusai/installations/select_target)