

NFHS Network “File is not defined” Error - Fix Deployment Guide

Problem Summary

When switching to Live Data Mode and clicking “Sync with NFHS” button on the NFHS Network page, users encountered a JavaScript error: **“File is not defined”**

This prevented the NFHS Network integration from fetching live game data.

Root Cause

The error was caused by incorrect usage of dynamic imports for the `cheerio` library in the NFHS sync API route.

When using `await import('cheerio')`, the code returns the module object, not the default export. The code was calling `cheerio.load()` directly, which doesn't exist on the module object - it should be `cheerio.default.load()`.

Solution Applied

- ✓ Fixed all 5 instances of `cheerio.load()` to use `cheerio.default.load()` in `/src/app/api/nfhs/sync/route.ts`
- ✓ Updated `.env.example` to show correct NFHS credential format
- ✓ Created Pull Request #58: <https://github.com/dfultonthebar/Sports-Bar-TV-Controller/pull/58>

Deployment Instructions for Remote Server

Server Details

- Host: 135.131.39.26:223
- Username: ubuntu
- Project Path: /home/ubuntu/Sports-Bar-TV-Controller

Step 1: SSH into the Server

```
ssh -p 223 ubuntu@135.131.39.26
# Password: 6809233DjD$$$
```

Step 2: Navigate to Project Directory

```
cd /home/ubuntu/Sports-Bar-TV-Controller
```

Step 3: Fetch and Checkout Fix Branch

```
# Fetch latest changes from GitHub
git fetch origin

# Checkout the fix branch
git checkout fix/nfhs-cheerio-import-error

# Pull latest changes
git pull origin fix/nfhs-cheerio-import-error
```

Step 4: Verify NFHS Credentials in .env

Ensure the `.env` file has the correct NFHS credentials:

```
# Check if credentials are present
grep "NFHS_" .env
```

Expected output:

```
NFHS_USERNAME=lhoople@graystonealehouse.com
NFHS_PASSWORD=Graystone#!
NFHS_LOCATION=Green Bay, Wisconsin
```

If credentials are missing or incorrect, update them:

```
nano .env
# Add or update the NFHS credentials as shown above
# Save with Ctrl+O, Exit with Ctrl+X
```

Step 5: Restart the Application

```
# If using PM2
pm2 restart sports-bar-ai

# OR if running with npm
pkill -f "next dev"
npm run dev &
```

Step 6: Test the Fix

1. Open browser and navigate to: `http://192.168.1.25:3000/nfhs-network`
2. Click the “Live Data Mode” toggle to enable it
3. Click the “Sync with NFHS” button
4. Verify that:
 - No “File is not defined” error appears
 - The sync process starts (shows “Syncing...” message)
 - Games load successfully after sync completes

Step 7: Merge to Main (After Testing)

Once testing is successful, merge the fix to main branch:

```
# Switch to main branch
git checkout main

# Merge the fix branch
git merge fix/nfhs-cheerio-import-error

# Push to GitHub
git push origin main
```

Alternative: Deploy from GitHub Main Branch

If you prefer to merge the PR first and then deploy:

1. **On GitHub:** Review and merge Pull Request #58
2. **On Server:**

```
bash
cd /home/ubuntu/Sports-Bar-TV-Controller
git checkout main
git pull origin main
pm2 restart sports-bar-ai # or restart your process
```

Technical Details

Files Changed

1. **src/app/api/nfhs/sync/route.ts**
 - Fixed 5 instances of `cheerio.load()` → `cheerio.default.load()`
 - Lines affected: 123, 209, 257, 313, 426
2. **.env.example**
 - Updated NFHS credential format for clarity

Why This Fix Works

The `cheerio` library is dynamically imported to prevent it from being bundled during the Next.js build process (which would cause build-time errors). When using dynamic imports:

Before (Incorrect):

```
const cheerio = await import('cheerio')
const $ = cheerio.load(html) // ❌ Error: cheerio.load is not a function
```

After (Correct):

```
const cheerio = await import('cheerio')
const $ = cheerio.default.load(html) // ✅ Works correctly
```

Troubleshooting

If the error persists after deployment:

1. Clear Next.js cache:

```
bash
rm -rf .next
npm run build
npm run start
```

2. Check server logs:

```
bash
pm2 logs sports-bar-ai
# or
tail -f logs/app.log
```

3. Verify cheerio is installed:

```
bash
npm list cheerio
```

4. Reinstall dependencies:

```
bash
rm -rf node_modules package-lock.json
npm install
```

If NFHS sync still fails:

1. **Verify credentials are correct** - Test login at <https://www.nfhsnetwork.com>
2. **Check NFHS Network is accessible** from the server
3. **Review API logs** for authentication errors

Expected Behavior After Fix

Before Fix:

- ❌ "File is not defined" error in browser console
- ❌ Sync fails immediately
- ❌ No games load in Live Data Mode

After Fix:

- ✅ No JavaScript errors
- ✅ Sync process starts and shows progress
- ✅ NFHS authentication succeeds
- ✅ Games load from NFHS Network
- ✅ Live data displays correctly

Support

If you encounter any issues during deployment:

1. Check the Pull Request for updates: <https://github.com/dfultonthebar/Sports-Bar-TV-Controller/pull/>

2. Review server logs for detailed error messages
3. Ensure all environment variables are correctly configured

Summary

This fix resolves a critical bug in the NFHS Network integration that prevented live data synchronization. The issue was a simple but important correction to how the cheerio library is imported and used in the API route.

Status:  Fix implemented and ready for deployment

PR: <https://github.com/dfultonthebar/Sports-Bar-TV-Controller/pull/58>

Branch: fix/nfhs-cheerio-import-error