

# Scheduler Build Fix

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## Issue

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After pulling the latest scheduler updates from GitHub, the build was failing with TypeScript errors:

```
Type error: Property 'executionOrder' does not exist on type 'Schedule'.
Type error: Property 'delayBetweenCommands' does not exist on type 'Schedule'.
```

## Root Cause

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The scheduler page ( `src/app/scheduler/page.tsx` ) defined its own local `Schedule` interface that was missing two fields that exist in the Prisma schema:

- `executionOrder` - Controls whether to power on TVs first or set channels first
- `delayBetweenCommands` - Milliseconds to wait between commands

## Solution

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Added the missing fields to the local `Schedule` interface definition:

```
interface Schedule {
  // ... existing fields ...
  executionOrder: string;
  delayBetweenCommands: number;
  // ... rest of fields ...
}
```

## Changes Made

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1. **Updated** `/src/app/scheduler/page.tsx` :
  - Added `executionOrder: string` field to `Schedule` interface
  - Added `delayBetweenCommands: number` field to `Schedule` interface
2. **Verified Prisma Schema:**
  - Confirmed both fields exist in `prisma/schema.prisma`
  - Regenerated Prisma client to ensure type sync
3. **Build Verification:**
  - Successfully built the application
  - All TypeScript checks passed
  - No remaining errors

## Build Results

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✅ **Build Status:** SUCCESS

Route count:

- 149 total routes

- 4 new scheduler routes:
- `/api/scheduler/status`
- `/api/schedules`
- `/api/schedules/[id]`
- `/api/schedules/execute`
- `/api/schedules/logs`
- New `/scheduler` page (5.1 kB)

## Next Steps

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To run the updated application:

```
# Method 1: Using update script (recommended)
cd ~/Sports-Bar-TV-Controller
./update_from_github.sh

# Method 2: Manual startup
cd ~/Sports-Bar-TV-Controller
npm run dev

# Method 3: Production build
cd ~/Sports-Bar-TV-Controller
npm run build
npm start
```

## Scheduler Features Now Available



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With this fix, the scheduler system is fully operational:

1. **Smart Scheduling:**
  - Daily, weekly, or one-time schedules
  - Automatic game detection based on home teams
  - Multi-provider support (cable, satellite, streaming)
2. **TV Control:**
  - Power on/off selected TVs
  - Set default channels per input
  - Control execution order and timing
3. **Game Detection:**
  - Monitor home team schedules
  - Auto-find games from multiple sources
  - Priority-based provider selection
4. **Logging:**
  - Track all schedule executions
  - Record success/failure status
  - Detailed execution reports

## Files Changed

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-  `src/app/scheduler/page.tsx` - Fixed TypeScript interface
-  Committed and pushed to GitHub

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**Date:** October 1, 2025

**Status:**  Fixed and deployed

**Commit:** 9671681