

Configure and deploy your new Web Service

 Choose service >  **2** Configure >  **3** Deploy

Docs 

It looks like you're using **Python**, so we've autofilled some fields accordingly.

Source Code

 Gitlibcode / ai_prescription_app_skeleton

Name

A unique name for your web service.

ai_prescription_app_skeleton

Language

Choose the **runtime environment** for this service.

Python 3

Branch

The Git branch to build and deploy.

main

Region

Your services in the same **region** can communicate over a **private network**.

Oregon (US West)



Root Directory Optional

If set, Render runs commands from this directory instead of the repository root. Additionally, code changes outside of this directory do not trigger an auto-deploy. Most commonly used with a [monorepo](#).

```
e.g. src
```

Build Command

Render runs this command to build your app before each deploy.

```
$ pip install -r requirements.txt
```

Start Command

Render runs this command to start your app with each deploy.

```
$ gunicorn your_application.wsgi
```

Instance Type

For hobby projects

Free

\$0 / month

512 MB (RAM)

0.1 CPU



Upgrade to enable more features

Free instances spin down after periods of inactivity. They do not support SSH access, scaling, one-off jobs, or persistent disks. Select any paid instance type to enable these features.

For professional use

For more power and to get the most out of Render, we recommend using one of our paid instance types. All paid instances support:

- Zero Downtime

- SSH Access
- Scaling
- One-off jobs
- Support for persistent disks

Starter \$7 / month	512 MB (RAM) 0.5 CPU
Standard \$25 / month	2 GB (RAM) 1 CPU
Pro \$85 / month	4 GB (RAM) 2 CPU
Pro Plus \$175 / month	8 GB (RAM) 4 CPU
Pro Max \$225 / month	16 GB (RAM) 4 CPU
Pro Ultra \$450 / month	32 GB (RAM) 8 CPU

Need a [custom instance type](#)? We support up to 512 GB RAM and 64 CPUs.

Environment Variables

Set environment-specific config and secrets (such as API keys), then read those values from your code. [Learn more.](#)


NAME_OF_VARIABLE

value

 Generate



+ Add Environment Variable

 Add from .env

> **Advanced**

Deploy Web Service