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🌐 New Web Service ▾

New Web Service

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

Source Code

```
acevedo-daniel / copark-api
```

Name

A unique name for your web service.

Project Optional

Add this web service to a project once it's created.



Create a new project to add this to?

You don't have any projects in this workspace. Projects allow you to group resources into environments so you can better manage related resources.

+ Create a project

Language

Choose the runtime environment for this service.

Node



Branch

The Git branch to build and deploy.

main



Region

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

Virginia (US East)



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.

```
$ npm install
```

Start Command

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

```
$ node app.js
```

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

Secret Files

Store plaintext files containing secret data (such as a `.env` file or a private key).

Access during builds and at runtime from your app's root, or from `/etc/secrets/<filename>`.

+ Add Secret File

Health Check Path

Provide an HTTP endpoint path that Render messages periodically to monitor your service.

[Learn More.](#)

```
/healthz
```

Pre-Deploy Command

Render runs this command before the start command. Useful for database migrations and static asset uploads.



Auto-Deploy

By default, Render automatically deploys your service whenever you update its code or configuration. Disable to handle deploys manually. [Learn more.](#)

```
On Commit
```



Build Filters

Include or ignore specific paths in your repo when determining whether to trigger an auto-deploy. Paths are relative to your repo's root directory. [Learn more.](#)

Included Paths

Changes that match these paths will trigger a new build.

+ Add Included Path

Ignored Paths

Changes that match these paths will not trigger a new build.

+ Add Ignored Path

Deploy Web Service