**Step 1: Add Web.config**

In your Node.js project folder, create a web.config file with the following content:

xml

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<?xml version="1.0" encoding="UTF-8"?>

<configuration>

<system.webServer>

<handlers>

<add name="iisnode" path="app.js" verb="\*" modules="iisnode" resourceType="Unspecified" />

</handlers>

<rewrite>

<rules>

<rule name="DynamicContent">

<match url="/\*" />

<action type="Rewrite" url="app.js" />

</rule>

</rules>

</rewrite>

</system.webServer>

</configuration>

* Replace app.js with your project’s entry point file if it’s different.

**Step 2: Set Node.js Path in IIS**

1. In **IIS Manager**, select your Node.js app from the left panel.
2. In the **Actions** pane, click **Configuration Editor**.
3. Select the following path:

bash

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system.webServer/handlers

1. Find the iisnode entry and ensure the **Path** is correctly pointing to your Node.js installation.

**Step 3: Start the Application**

1. Open **Command Prompt** and navigate to your project directory.
2. Run:

bash

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npm install

node app.js

1. Now start the site in **IIS Manager** and visit:

arduino

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http://localhost:<YOUR\_PORT>

**Step 4: Firewall and Port Configuration (Optional)**

* If accessing externally, ensure the port is allowed through the firewall.
* Add a firewall rule for your app’s port if needed.

**Step 5: Troubleshooting Tips**

* Check IIS logs under:

makefile

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C:\inetpub\logs\LogFiles

* Verify Node.js errors by adding detailed error output in your app.