Host SvelteKit project in Microsoft IIS

Asked 1 year, 1 month ago Modified 6 months ago Viewed 2k times



I've been trying to deploy a svelte application into an IIS server my company has provided. I've tried using this adapter, but i couldn't manage to make it work.



Should I keep on trying on maybe suggest some other solution, like express?



Thanks for the help.



javascript iis svelte vite

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asked Jul 18, 2023 at 8:45



Does the application have backend logic? If not, you don't need any of that. – brunnerh Jul 18, 2023 at 8:54

It does, it needs to handle a couple of API endpoints. – mvioole Jul 18, 2023 at 8:55

You should be more specific in how it does not work then. Also, if using IIS is not a strict requirement, I would not bother with it. – brunnerh Jul 18, 2023 at 8:56

I'll try and push on changing the hosting solution then. Thanks for your help – mvioole Jul 18, 2023 at 9:02

This link may help you: https://dev.to/wearahelmet/deploying-svelte-app-to-iis-1kia. – samwu Jul 18, 2023 at 9:59

2 Answers

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Deploying Sveltekit App IIS

5 Building App



Sveltekit apps being deployed on IIS need to be built using adapter node

• npm i -D @sveltejs/adapter-node



After install open svelte.config and change top line to use adapter-node: import adapter from @sveltejs/adapter-node';

Inside your svelte.config make sure to use this node

```
import adapter from '@sveltejs/adapter-node';
import { vitePreprocess } from '@sveltejs/kit/vite';

/** @type {import('@sveltejs/kit').Config} */
const config = {
    kit: {
        adapter: adapter()
    },
    preprocess: vitePreprocess()
};

export default config;
```

Build app: npm run build

Deploying on server

Node and IISNode must be installed on server

Set up site url

- 1. Create physical path for built in C:\inetpub\projectname\wwroot
- 2. Add index.html inside of root with boilerplate

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1">
<title>Hello World</title>
</head>
<body>
Hello World!
</body>
</html>
```

3. Add site:

- Open IIS Manager
- Click on Server Name -> Sites
- Right click on sites -> Add Website
- Give it a name and host name (web address sitedomain)

- Physical path inetpub -> wwroot
- 4. Add write permissions for site
 - Right click on project folder(inetpub->projectfolder) -> Properties -> secutiry -> edit -> add
 - Click on locations
 - Select server at top of location window -> Click OK
 - In the object names box add the site name (you can see it in the IIS Manager if you forget)
 - Click Check Names
 - The site name should be added and underlined if entered correctly
 - Click OK
 - In Permissions box click on site name -> Allow write permissions -> OK

Test URL

On local pc go to C:\Windows\System32\drivers\etc -> host add ip and webaddress

- add domain to host file
 - 10.39.2.50 sitedomain

Navigate to http://sitedomain Should see boilerplate html

Add build to server

Add build folder inside project wwwroot folder

Inside your build folder you need to add two files.

server.cjs file:

```
process.env.SOCKET_PATH = process.env.PORT;
delete process.env.PORT
import('./index.js')
```

web.config file:

```
</handlers>
                                 <iisnode
                                                 nodeProcessCommandLine=""C:\Program Files\nodejs\node.exe""
                                                 watchedFiles="web.config;*.js;*.cjs"
                                 />
                                 <rewrite>
                                                 <rules>
                                                                 <!-- All other URLs are mapped to the node.js site entry point --
                                                                 <rul><!-- <!-- The company of the co
                                                                                  <match url=".*" />
                                                                                  <action type="Rewrite" url="server.cjs" />
                                                                  </rule>
                                                 </rules>
                                         <!-- Change it back if Location Header got rewrited-->
                                                  <outboundRules>
                                                                 <rule name="back">
                                                                                  <match serverVariable="RESPONSE_Location" pattern="</pre>
(.*)/server.cjs" />
                                                                                  <action type="Rewrite" value="{R:1}" />
                                                                 </rule>
                                 </outboundRules>
                                 </rewrite>
                                 <defaultDocument>
                                                 <files>
                                                                <add value="server.cjs" />
                                                 </files>
                                 </defaultDocument>
                 </system.webServer>
</configuration>
```

- Copy build files to server build folder
- Copy package.json, packagelock.json, and .env(if there is one) into build folder

Install packages

- 1. Open cmd as administrator
- 2. Cd into build folder
- 3. Run npm ci --omit dev

Prisma apps

If you are using prisma you will need to copy the .prisma folder from local pc node-modules into server node-modules. Also if you have more than one database connection you will need to copy each generated prisma node <code>@generated-db</code>

Change Site location

After all of these steps are completed go back into IIS Manager and click on the new site -> basic settings and change the physical path from wwwroot to build folder.

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answered Aug 11, 2023 at 13:11



Our site is running on IIS <u>test.secureship.ca:8081</u> But for some reason the event.getClientAddress() method returns undefined. Any thoughts? You can see the output that I returned on the console.

- Shamim Hossain Sep 29, 2023 at 17:25

Thanks for the above info. It took me some time to set up. Everything is working as expected. However, it seems like the <code>.env</code> variables are not loading automatically. I have installed <code>dotenv</code> on the project but don't know how to run this command <code>node -r dotenv/config build</code> to load them automatically. Or just copying the <code>.env</code> file would be enough here? – Shamim Hossain Sep 29, 2023 at 21:02 <code>/</code>

I copy the .env file into the build directory and it works for me as long as I install dotenv. As far as the event.getCliendAddress() I don't have any suggestions sorry. – Avi4nFLu Oct 2, 2023 at 15:35



I had a lot of trouble finding this when I was looking so I thought I'd put it here for anyone else looking.





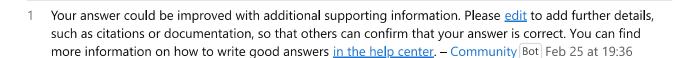
looking.

The easiest way now is to use something like https://github.com/abaga129/sveltekit-adapter-iis to automatically create the node server and web config for you.



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looks like '@sveltejs/adapter-node' should be replaced with '@sveltejs/vite-plugin-svelte' nowadays – bankangle Jul 12 at 13:58