

If your Meteor application targets mobile platforms such as iOS or Android, you can configure your app's metadata and build process in a special top-level file called `mobile-config.js` which is *not* included in your application and is used only for this configuration.

The code snippet below is an example `mobile-config.js` file. The rest of this section will explain the specific API commands in greater detail.

```
// This section sets up some basic app metadata, the entire section is optional.
App.info({
  id: 'com.example.matt.uber',
  name: 'über',
  description: 'Get über power in one button click',
  author: 'Matt Development Group',
  email: 'contact@example.com',
  website: 'http://example.com'
});

// Set up resources such as icons and launch screens.
App.icons({
  'iphone_2x': 'icons/icon-60@2x.png',
  'iphone_3x': 'icons/icon-60@3x.png',
  // More screen sizes and platforms...
});

// Before Meteor 2.6 we had to pass device specific splash screens for iOS, but this
// behavior was dropped in favor of story board images.
App.launchScreens({
  // iOS
  // For most cases you will only need to use the 'ios_universal' and
  'ios_universal_3x'.
  'ios_universal': { src: 'splash/Default@2x.png', srcDarkMode:
'splash/Default@2x~dark.png' }, // (2732x2732) - All @2x devices, if device/mode
specific is not declared
  'ios_universal_3x': 'splash/Default@3x.png', // (2208x2208) - All @3x devices,
if device/mode specific is not declared

  // If you still want to use a universal splash, but want to fine-tune for the
  // device mode (landscape, portrait), then use the following keys:
  'Default@2x~universal~comany': 'splash/Default@2x~universal~comany.png', //
(1278x2732) - All @2x devices in portrait mode.
  'Default@2x~universal~comcom': 'splash/Default@2x~universal~comcom.png', //
(1334x750) - All @2x devices in landscape (narrow) mode.
  'Default@3x~universal~anycom': 'splash/Default@3x~universal~anycom.png', //
(2208x1242) - All @3x devices in landscape (wide) mode.
  'Default@3x~universal~comany': 'splash/Default@3x~universal~comany.png', //
(1242x2208) - All @3x devices in portrait mode.

  // However, if you need to fine tune the splash screens for the device idiom
  // (iPhone, iPad, etc).
  'Default@2x~iphone~anyany': 'splash/Default@2xiphoneanyany.png', // (1334x1334)
  // - iPhone SE/6s/7/8/XR
```

```

    'Default@2x~iphone~comany': 'splash/Default@2xiphoncomany.png', // (750x1334) -
iPhone SE/6s/7/8/XR - portrait mode
    'Default@2x~iphone~comcom': 'splash/Default@2xiphoncomcom.png', // (1334x750) -
iPhone SE/6s/7/8/XR - landscape (narrow) mode
    'Default@3x~iphone~anyany': 'Default@3xiphoneanyany.png', // (2208x2208) -
iPhone 6s Plus/7 Plus/8 Plus/X/XS/XS Max
    'Default@3x~iphone~anycom': { src: 'splash/Default@3xiphoneanycom.png',
srcDarkMode: 'splash/Default@3xiphoneanycom~dark.png' }, // (2208x1242) - iPhone 6s
Plus/7 Plus/8 Plus/X/XS/XS Max - landscape (wide) mode
    'Default@3x~iphone~comany': 'Default@3xiphoncomany.png', // (1242x2208) -
iPhone 6s Plus/7 Plus/8 Plus/X/XS/XS Max - portrait mode
    'Default@2x~ipad~anyany': 'Default@2xipadanyany.png', // (2732x2732) - iPad Pro
12.9"/11"/10.5"/9.7"/7.9"
    'Default@2x~ipad~comany': 'Default@2xipadcomany.png', // (1278x2732) - iPad Pro
12.9"/11"/10.5"/9.7"/7.9" - portrait mode

// Android
'android_mdpi_portrait': 'splash/android_mdpi_portrait.png', // (320x480)
'android_mdpi_landscape': { src: 'splash/android_mdpi_landscape.png',
srcDarkMode: 'splash/android_mdpi_landscape-night.png' }, // (480x320)
'android_hdpi_portrait': 'splash/android_hdpi_portrait.png', // (480x800)
'android_hdpi_landscape': 'splash/android_hdpi_landscape.png', // (800x480)
'android_xhdpi_portrait': 'splash/android_xhdpi_portrait.png', // (720x1280)
'android_xhdpi_landscape': 'splash/android_xhdpi_landscape.png', // (1280x720)
'android_xxhdpi_portrait': { src: 'splash/android_xxhdpi_portrait.png',
srcDarkMode: 'splash/android_xxhdpi_portrait-night.png' }, // (960x1600)
'android_xxhdpi_landscape': 'splash/android_xxhdpi_landscape.png', // (1600x960)
'android_xxxhdpi_portrait': 'splash/android_xxxhdpi_portrait.png', //
(1280x1920)
'android_xxxhdpi_landscape': 'splash/android_xxxhdpi_landscape.png', //
(1920x1280)
});

// Set PhoneGap/Cordova preferences.
App.setPreference('BackgroundColor', '0xff0000ff');
App.setPreference('HideKeyboardFormAccessoryBar', true);
App.setPreference('Orientation', 'default');
App.setPreference('Orientation', 'all', 'ios');

// Pass preferences for a particular PhoneGap/Cordova plugin.
App.configurePlugin('com.phonegap.plugins.facebookconnect', {
  APP_ID: '1234567890',
  API_KEY: 'supersecretapikey'
});

// Add custom tags for a particular PhoneGap/Cordova plugin to the end of the
// generated config.xml. 'Universal Links' is shown as an example here.
App.appendToConfig(`
<universal-links>
  <host name="localhost:3000" />
</universal-links>
`);

```

```
{% apibox "App.info" %} {% apibox "App.setPreference" %} {% apibox "App.accessRule" %}
```

For example this Cordova whitelist syntax:

```
<access origin="https://www.google-analytics.com" />
<allow-navigation href="https://example.com" />
```

is equivalent to:

```
App.accessRule('https://www.google-analytics.com');
App.accessRule('https://example.com', { type: 'navigation' });
```

```
{% apibox "App.configurePlugin" %}
```

Note: When using `App.configurePlugin` to re-configure a plugin which has been previously configured, the changes may not be reflected without manually clearing the existing Cordova build. To clear the existing Cordova build, remove the `.meteor/local/cordova-build` directory and re-build the application using either `meteor run` or `meteor build`.

```
{% apibox "App.icons" %} {% apibox "App.launchScreens" %} {% apibox "App.appendToConfig" %} {% apibox
"App.addResourceFile" %}
```

*Note: The resource file is copied in two steps : from the **src** of your meteor project to the root of the cordova project, then to the **target***