example.js

```javascript
if(ENV === "mobile") {
    require("./mobile-stuff");
}
console.log("Running " + ENV + " build");
```

webpack.config.js

```javascript
var path = require("path");
var webpack = require("../../");
module.exports = [
    {
        name: "mobile",
        // mode: "development || "production",
        entry: "./example",
        output: {
            path: path.join(__dirname, "dist"),
            filename: "mobile.js"
        },
        plugins: [
            new webpack.DefinePlugin({
                ENV: JSON.stringify("mobile")
            })
        ]
    },

    {
        name: "desktop",
        // mode: "development || "production",
        entry: "./example",
        output: {
            path: path.join(__dirname, "dist"),
            filename: "desktop.js"
        },
        plugins: [
            new webpack.DefinePlugin({
                ENV: JSON.stringify("desktop")
            })
        ]
    }
];
```

dist/desktop.js

```
/******/ (() => { // webpackBootstrap
var __webpack_exports__ = {};
/*!*********************!*\
  !*** ./example.js ***!
  \*********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements:  */
if(false) {}
console.log("Running " + "desktop" + " build");
/******/ })()
;
```

dist/mobile.js

```
/******/ (() => { // webpackBootstrap
/******/    var __webpack_modules__ = ([
/* 0 */,
/* 1 */
/*!*************************!*\
  !*** ./mobile-stuff.js ***!
  \*************************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements:  */
/***/ (() => {

// mobile only stuff

/***/ })
/******/    ]);
/* webpack runtime code */
/************************************************************************/
/******/    // The module cache
/******/    var __webpack_module_cache__ = {};
/******/
/******/    // The require function
/******/    function __webpack_require__(moduleId) {
/******/        // Check if module is in cache
/******/        var cachedModule = __webpack_module_cache__[moduleId];
/******/        if (cachedModule !== undefined) {
/******/            return cachedModule.exports;
/******/        }
/******/        // Create a new module (and put it into the cache)
```

```
/******/          var module = __webpack_module_cache__[moduleId] = {
/******/              // no module.id needed
/******/              // no module.loaded needed
/******/              exports: {}
/******/          };
/******/
/******/          // Execute the module function
/******/          __webpack_modules__[moduleId](module, module.exports, __webpack_require__);
/******/
/******/          // Return the exports of the module
/******/          return module.exports;
/******/      }
/******/
/******/************************************************************************/

var __webpack_exports__ = {};
// This entry need to be wrapped in an IIFE because it need to be isolated against other mo
(() => {
/*!********************!*\
  !*** ./example.js ***!
  \********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__ */
if(true) {
    __webpack_require__(/*! ./mobile-stuff */ 1);
}
console.log("Running " + "mobile" + " build");
})();

/******/ })()
;
```

Info

Unoptimized

```
mobile:
  asset mobile.js 1.74 KiB [emitted] (name: main)
  chunk (runtime: main) mobile.js (main) 114 bytes [entry] [rendered]
    > ./example main
    dependent modules 20 bytes [dependent] 1 module
    ./example.js 94 bytes [built] [code generated]
      [used exports unknown]
      entry ./example main
  mobile (webpack 5.51.1) compiled successfully
```

```
desktop:
  asset desktop.js 292 bytes [emitted] (name: main)
  chunk (runtime: main) desktop.js (main) 94 bytes [entry] [rendered]
    > ./example main
    ./example.js 94 bytes [built] [code generated]
      [used exports unknown]
      entry ./example main
  desktop (webpack 5.51.1) compiled successfully
```

Production mode

```
mobile:
  asset mobile.js 195 bytes [emitted] [minimized] (name: main)
  chunk (runtime: main) mobile.js (main) 114 bytes [entry] [rendered]
    > ./example main
    dependent modules 20 bytes [dependent] 1 module
    ./example.js 94 bytes [built] [code generated]
      [no exports used]
      entry ./example main
  mobile (webpack 5.51.1) compiled successfully

desktop:
  asset desktop.js 37 bytes [emitted] [minimized] (name: main)
  chunk (runtime: main) desktop.js (main) 94 bytes [entry] [rendered]
    > ./example main
    ./example.js 94 bytes [built] [code generated]
      [no exports used]
      entry ./example main
  desktop (webpack 5.51.1) compiled successfully
```