

## example.js

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

## webpack.config.js

```
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 \*/

```

var __webpack_exports__ = {};
// This entry need to be wrapped in an IIFE because it need to be isolated against
other modules in the chunk.
(() => {
/*!*****!\
  !*** ./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
```