DllReference

DllPlugin documentation

This is the *reference* bundle (with the manifests) for dll user example

webpack.config.js

```
var path = require("path");
var webpack = require("../../");
module.exports = {
    // mode: "development || "production",
    resolve: {
        extensions: [".js", ".jsx"]
    },
    entry: {
        alpha: ["./alpha", "./a", "module"],
        beta: ["./beta", "./b", "./c"]
    },
    output: {
        path: path.join(__dirname, "dist"),
        filename: "MyDll.[name].js",
        library: "[name]_[fullhash]"
    },
    plugins: [
        new webpack.DllPlugin({
            path: path.join(__dirname, "dist", "[name]-manifest.json"),
            name: "[name]_[fullhash]"
        })
    ]
};
```

dist/MyDll.alpha.js

```
var alpha_32ae439e7568b31a353c;
/******/ (() => { // webpackBootstrap
/******/     var __webpack_modules__ = ([
/* 0 */
/*!******************!*\
  !*** dll alpha ***!
  \*****************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__, module */
/***/ ((module, __unused_webpack_exports, __webpack_require__) => {
```

```
module.exports = __webpack_require__;

/***/ }),
/* 1 */
/*!******************!*\
  !*** ./alpha.js ***!
  \******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {

module.exports = "alpha";

/***/ }),
/* 2 */
/*!***************!*\
  !*** ./a.js ***!
  \***************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {

module.exports = "a";

/***/ }),
/* 3 */
/*!*********************************!*\
  !*** ../node_modules/module.js ***!
  \*********************************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {

module.exports = "module";

/***/ })
/******/    ]);
```

/* 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;
/******/ 	}
/******/
/************************************************************************/
/******/
/******/ 	// startup
/******/ 	// Load entry module and return exports
/******/ 	// This entry module doesn't tell about it's top-level declarations so it can't
/******/ 	var __webpack_exports__ = __webpack_require__(0);
/******/ 	alpha_32ae439e7568b31a353c = __webpack_exports__;
/******/
/******/ })()
;
```

dist/alpha-manifest.json


```
{"name":"alpha_32ae439e7568b31a353c","content":{"./alpha.js":{"id":1,"buildMeta":{}},"./a.js
```


Info

Unoptimized

```
asset MyDll.alpha.js 2.58 KiB [emitted] (name: alpha)
asset MyDll.beta.js 2.55 KiB [emitted] (name: beta)
chunk (runtime: alpha) MyDll.alpha.js (alpha) 84 bytes [entry] [rendered]
  > alpha
```

```
  dependent modules 72 bytes [dependent] 3 modules
  dll alpha 12 bytes [built] [code generated]
    [used exports unknown]
    dll entry
    used as library export
chunk (runtime: beta) MyDll.beta.js (beta) 80 bytes [entry] [rendered]
  > beta
  dependent modules 68 bytes [dependent] 3 modules
  dll beta 12 bytes [built] [code generated]
    [used exports unknown]
    dll entry
    used as library export
webpack 5.51.1 compiled successfully
```

Production mode

```
asset MyDll.alpha.js 313 bytes [emitted] [minimized] (name: alpha)
asset MyDll.beta.js 303 bytes [emitted] [minimized] (name: beta)
chunk (runtime: alpha) MyDll.alpha.js (alpha) 84 bytes [entry] [rendered]
  > alpha
  dependent modules 72 bytes [dependent] 3 modules
  dll alpha 12 bytes [built] [code generated]
    dll entry
    used as library export
chunk (runtime: beta) MyDll.beta.js (beta) 80 bytes [entry] [rendered]
  > beta
  dependent modules 68 bytes [dependent] 3 modules
  dll beta 12 bytes [built] [code generated]
    dll entry
    used as library export
webpack 5.51.1 compiled successfully
```