This example shows the usage of the asset module type with asset generator options customization.

Files can be imported similar to other modules without file-loader or url-loader.

example.js

```js
import svg from "./images/file.svg";

const container = document.createElement("div");
Object.assign(container.style, {
    display: "flex",
    justifyContent: "center"
});
document.body.appendChild(container);

function createImageElement(title, src) {
    const div = document.createElement("div");
    div.style.textAlign = "center";

    const h2 = document.createElement("h2");
    h2.textContent = title;
    div.appendChild(h2);

    const img = document.createElement("img");
    img.setAttribute("src", src);
    img.setAttribute("width", "150");
    div.appendChild(img);

    container.appendChild(div);
}

[svg].forEach(src => {
    createImageElement(src.split(".").pop(), src);
});
```

webpack.config.js

```js
const svgToMiniDataURI = require("mini-svg-data-uri");

module.exports = {
    output: {
        assetModuleFilename: "images/[hash][ext]"
    },
    module: {
        rules: [
            {
                test: /\.(png|jpg)$/,
                type: "asset"
```

```
        },
        {
            test: /\.svg$/,
            type: "asset",
            generator: {
                dataUrl: content => {
                    if (typeof content !== "string") {
                        content = content.toString();
                    }

                    return svgToMiniDataURI(content);
                }
            }
        }
    ]
    }
};
```

js/output.js

```
/******/ (() => { // webpackBootstrap
/******/        "use strict";
/******/        var __webpack_modules__ = ([
/* 0 */,
/* 1 */
/*!*************************!*\
  !*** ./images/file.svg ***!
  \*************************/
/*! default exports */
/*! exports [not provided] [no usage info] */
/*! runtime requirements: module */
/***/ ((module) => {

module.exports = "data:image/svg+xml,%3csvg xmlns='http://www.w3.or...3c/svg%3e";


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

▶ /* 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 ***!
  \********************/
/*! namespace exports */
/*! exports [not provided] [no usage info] */
```

```
/*! runtime requirements: __webpack_require__, __webpack_require__.r,
__webpack_exports__, __webpack_require__.* */
__webpack_require__.r(__webpack_exports__);
/* harmony import */ var _images_file_svg__WEBPACK_IMPORTED_MODULE_0__ =
__webpack_require__(/*! ./images/file.svg */ 1);


const container = document.createElement("div");
Object.assign(container.style, {
    display: "flex",
    justifyContent: "center"
});
document.body.appendChild(container);

function createImageElement(title, src) {
    const div = document.createElement("div");
    div.style.textAlign = "center";

    const h2 = document.createElement("h2");
    h2.textContent = title;
    div.appendChild(h2);

    const img = document.createElement("img");
    img.setAttribute("src", src);
    img.setAttribute("width", "150");
    div.appendChild(img);

    container.appendChild(div);
}

[_images_file_svg__WEBPACK_IMPORTED_MODULE_0__].forEach(src => {
    createImageElement(src.split(".").pop(), src);
});

})();

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

Info

webpack output

```
asset output.js 3.81 KiB [emitted] (name: main)
chunk (runtime: main) output.js (main) 1.54 KiB (javascript) 274 bytes (runtime)
[entry] [rendered]
  > ./example.js main
  dependent modules 915 bytes [dependent] 1 module
  runtime modules 274 bytes 1 module
```

```
  ./example.js 658 bytes [built] [code generated]
    [no exports]
    [used exports unknown]
    entry ./example.js main
webpack 5.51.1 compiled successfully
```