## **配置**

我们先从安装 webpack-merge 开始：

npm install --save-dev webpack-merge

**project**

webpack-demo

|- package.json

- |- webpack.config.js

+ |- webpack.common.js

+ |- webpack.dev.js

+ |- webpack.prod.js

|- /dist

|- /src

|- index.js

|- math.js

|- /node\_modules

**webpack.common.js**

+ const path = require('path');

+ const CleanWebpackPlugin = require('clean-webpack-plugin');

+ const HtmlWebpackPlugin = require('html-webpack-plugin');

+

+ module.exports = {

+ entry: {

+ app: './src/index.js'+ },

+ plugins: [

+ new CleanWebpackPlugin(['dist']),

+ new HtmlWebpackPlugin({

+ title: 'Production'

+ })

+ ],

+ output: {

+ filename: '[name].bundle.js',

+ path: path.resolve(\_\_dirname, 'dist')

+ }

+ };

**webpack.dev.js**

+ const merge = require('webpack-merge');

+ const common = require('./webpack.common.js');

+

+ module.exports = merge(common, {

+ devtool: 'inline-source-map',

+ devServer: {

+ contentBase: './dist'

+ }

+ });

**webpack.prod.js**

+ const merge = require('webpack-merge');

+ const UglifyJSPlugin = require('uglifyjs-webpack-plugin');

+ const common = require('./webpack.common.js');

+

+ module.exports = merge(common, {

+ plugins: [

+ new UglifyJSPlugin()

+ ]

+ });

## **NPM Scripts**

现在，我们把 scripts 重新指向到新配置。我们将 npm start 定义为开发环境脚本，并在其中使用 webpack-dev-server，将 npm run build 定义为生产环境脚本：

**package.json**

{

"name": "development",

"version": "1.0.0",

"description": "",

"main": "webpack.config.js",

"scripts": {

- "start": "webpack-dev-server --open",

+ "start": "webpack-dev-server --open --config webpack.dev.js",

- "build": "webpack"

+ "build": "webpack --config webpack.prod.js"

},

"keywords": [],

"author": "",

"license": "ISC",

"devDependencies": {

"clean-webpack-plugin": "^0.1.17",

"css-loader": "^0.28.4",

"csv-loader": "^2.1.1",

"express": "^4.15.3",

"file-loader": "^0.11.2",

"html-webpack-plugin": "^2.29.0",

"style-loader": "^0.18.2",

"webpack": "^3.0.0",

"webpack-dev-middleware": "^1.12.0",

"webpack-dev-server": "^2.9.1",

"webpack-merge": "^4.1.0",

"xml-loader": "^1.2.1"

}

}

随意运行这些脚本，然后查看输出结果的变化