```
const path = require("path");
const fs = require("fs");
const appDirectory = fs.realpathSync(proces
module.exports = {
    entry: path.resolve(appDirectory, "src/
output: {
         filename: "js/bundleName.js", //nam
     resolve: {
         extensions: [".tsx", ".ts", ".js"],
     },
    module: {
         rules: [
                   test: /\.tsx?$/,
use: "ts-loader"
                   exclude: /node modules/,
              },
         ],
    },
    mode: "development",
};
```

/Volumes/ExtMem512GB/Projects/JavaScript/BabylonJS/G uidedLearning/CreateGameTut/webpack.config.js, Obers te Zeile: 1

```
const path = require("path");
const fs = require("fs");
const HtmlWebpackPlugin = require("html-web
const appDirectory = fs.realpathSync(proces
module.exports = {
     entry: path.resolve(appDirectory, "src/
output: {
           filename: "js/bundleName.js", //nam
           clean: true,
     resolve: {
           extensions: [".tsx", ".ts", ".js"],
     devServer: {
    host: "0.0.0.0",
           port: 8080, //port that we're using static: path.resolve(appDirectory,
           hot: true,
           devMiddleware: {
    publicPath: "/",
     module: {
           rules: [
                      test: /\.tsx?$/,
use: "ts-loader"
                      exclude: /node modules/,
                },
           ],
      plugins:
           new HtmlWebpackPlugin({
                inject: true,
template: path.resolve(appDirec
     mode: "development",
};
```