



V 6.15 ▾



GUIDES

COMPONENTS

NATIVE MODULES

React Native Home



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Overview

Accessibility

Amazon Fire TV

Android Touch

Android TV

Apple iOS

Apple tvOS

Microsoft Xbox

Roku

Samsung Tizen

Sony PlayStation 4

Custom Video Players

Deep Linking

Roku

Tizen

Design

Compositions

Style Dictionary

Platform-Specific Code

Sometimes, given the limitations or extra capabilities of a particular target platform, you need to create platform-specific code. You.i Platform's solution enables you to do the same things you can do with Facebook React Native, but in a different way. We manage all supported target platforms for you, under a single React Native platform called `youi`.

Normally, to find an app's target platform with RN, you'd call the RN Platform module, `Platform.OS`.

For an app built with You.i Platform, calling `Platform.OS` returns `youi` as the target platform. As a result, the Metro JavaScript bundler isn't aware of the actual target platform your app is running on (such as iOS, Android, or Tizen). To create platform-specific code using You.i Platform, you need to use our PlatformConstants module instead.

For example:

```
if (NativeModules.PlatformConstants.platform === 'ios') {  
  
  // code itself, or maybe even a require('codeForIOS.js');  
} else if (NativeModules.PlatformConstants.platform === 'andrc  
  // code itself, or maybe even a require('codeForAndroid.js')  
}
```

See [Working with the PlatformConstants Module](#) for reference information on this module.

NOTE

The You.i Platform build toolchain grabs JavaScript files with the following extensions, in order of preference:

- the `youi` platform extension (like `index.youi.js`)
- no platform extension (like `index.js`)

All code contained in JavaScript files with other platform extensions (like `index.ios.js`) is ignored.