

Assets Library

Brief Overview

The asset library provides a quick and efficient way to upload/host/delete a file (image, video, etc) and then add this to a deployable by using the link during the build and customization of your app.

Use Cases

- Upload and host your own assets on WalkMe servers then use them across WalkMe apps.

How it Works

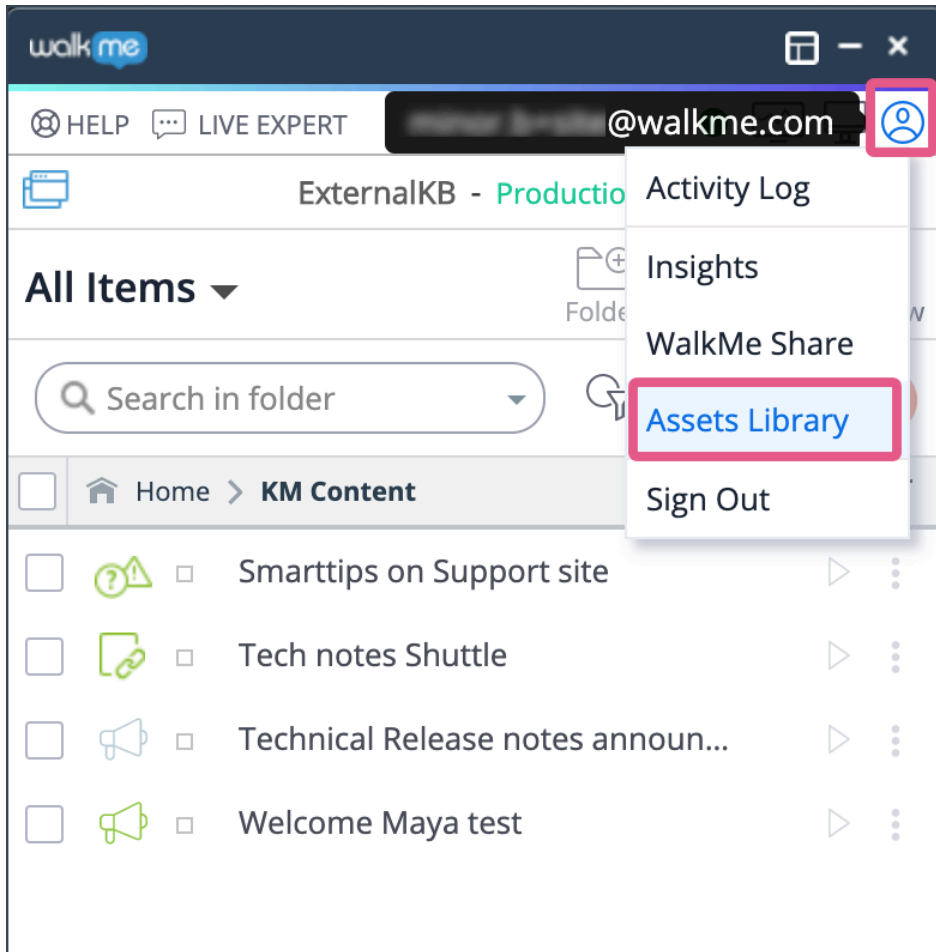
Supported file types

The assets library currently supports the following file types and sizes:

- Video (mp4, webm) - up to 5MB
- Audio (mp3) - up to 5MB
- PDF (pdf) - up to 5MB
- Word (doc, docx) - up to 5MB
- PowerPoint (ppt, pptx) - up to 5MB
- Images (gif, svg, png, jpg,jpeg,tiff) - up to 500KB
- 1000 files total per account
- 500MB storage capacity per account
- Same naming convention limitations as today (no special characters)

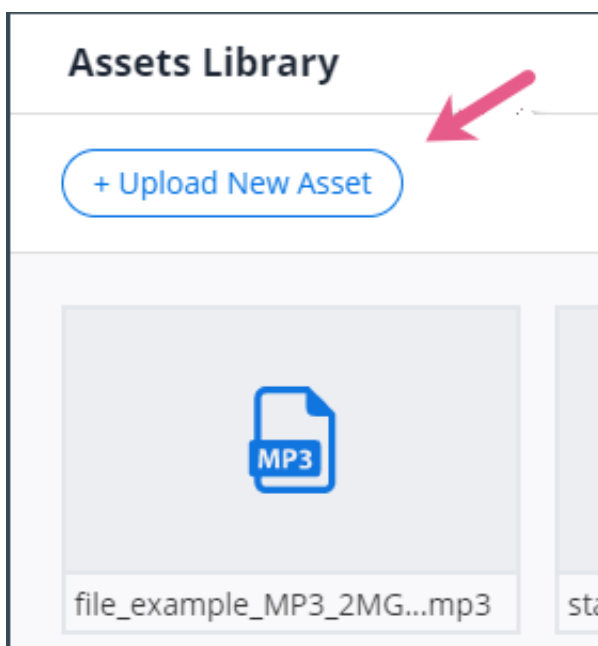
Accessing the Assets Library

To access the assets library, simply click on your user icon in the Editor, the drop-down of the available options will open and then click on "Assets Library"



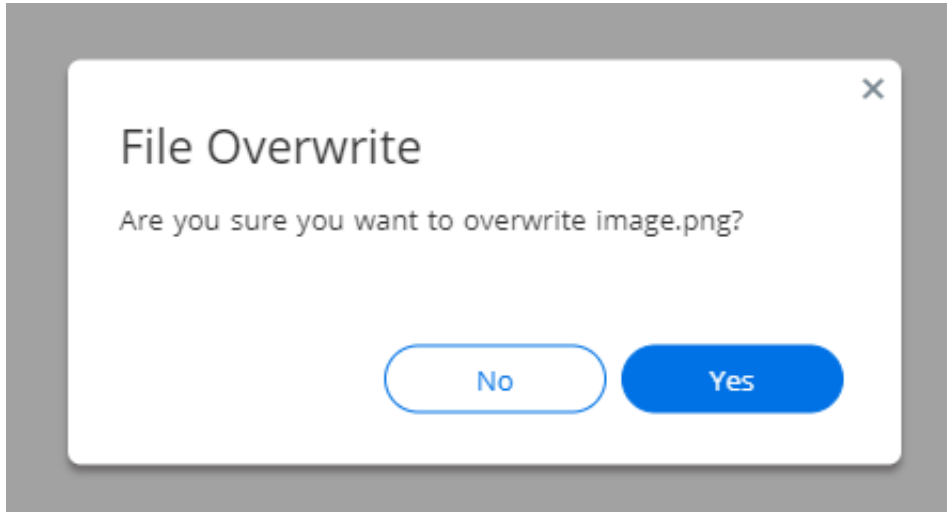
Upload File

Upload a file and host it on WalkMe servers by clicking on the upload button:



File Overwrite

If a file is uploaded that already exists in the library (same name and type), you will get an overwrite confirmation message.



Delete Image and Copy URL

Click on your Asset file in the Library and select on for the following icons to remove that file permanently or to copy the URL for later use in your apps.

