

Building Advanced Launchers

Brief Overview

Become an expert DAP builder and meet the building requirements that you desire. The following article explains how to accomplish the top three most requested Launcher building options.

How to create an Invisible Launcher

Use Cases:

- Start a process once the user clicks on an existing element on your site
- Stop an existing element on your site from being clicked
- Block a button in order to prevent an action

Steps for creating an Invisible Launcher:

- Click on the Launcher that you want to be invisible
- Click on the "Change Launcher" button in the Interaction tab
- Click "Customize" and create/edit one of the Launcher designs
- Simply click on "No Fill" when editing a new launcher design:

Customize Design

Default State

Text: **B I U**
Single Line, 70 characters

Font: Font size:

Colors: Text Background Border Shadow

Hover and Click States (selected)

Use default Hover and Click States

Hover state

Style: **B I U**

Colors: Text Background Border Shadow

Click state

Style: **B I U**

Preview (including Hover and Click states)

Borders and Padding

Use default Borders and Paddings

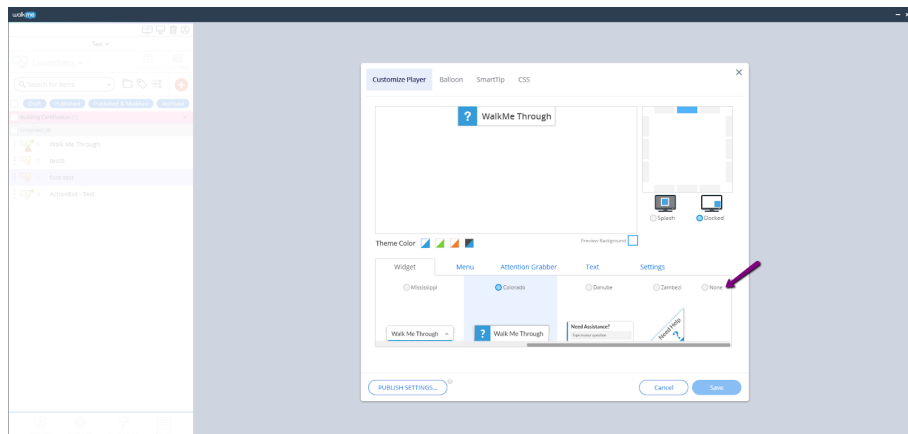
Padding Width:

Padding Height:

Border Width:

How to Turn Off the Widget and use a Launcher Instead

- Turn off the Widget by going to Customize > Customize Player > Widget and set



- Next, you'll want to make a Launcher to open the Menu. To do this, you can open the Launcher app in the Editor and attach the Launcher to where you want it to appear in your application.
- Additionally, you can choose what you want your Menu Launchers by going to Launcher Options -> Interaction -> Change Launcher. From here you can choose from the default Launcher images, upload your own image, or create a Launcher image within the Editor.
- Lastly, in the Interaction tab, be sure to configure the action to Open Menu. You can also choose which tab you want to be visible when your users first open the Menu:

How to Turn a Launcher Into an Image

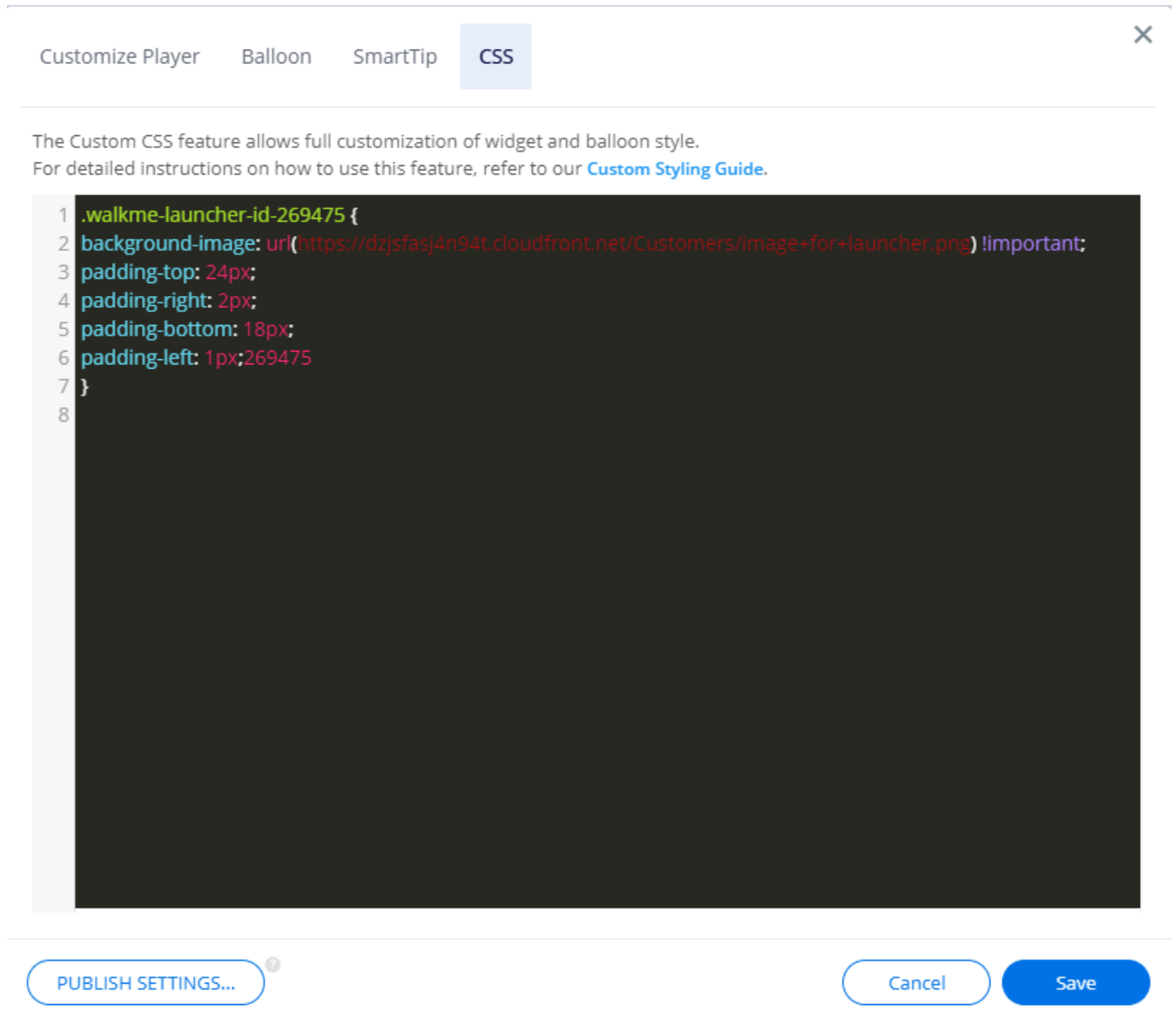
Add the following CSS to your Global CSS in the Editor:

```
.walkme-launcher-id-xxxxx {
background-image: url(url.png) !important;
padding-top: 24px;
padding-right: 2px;
padding-bottom: 18px;
padding-left: 1px;
}
the display to None:
```

See the image below for an example.

Make sure to replace the URL with the image of your choice and the xxx's with your Launcher ID. Follow these steps to find the Launcher's unique ID:

- Hover over the Launcher and click on the pencil icon.
- Click "Copy ID" from the dropdown.



The screenshot shows a 'Customize Player' window with tabs for 'Balloon', 'SmartTip', and 'CSS'. The 'CSS' tab is active. Below the tabs, there is a text box with instructions: 'The Custom CSS feature allows full customization of widget and balloon style. For detailed instructions on how to use this feature, refer to our [Custom Styling Guide](#).' Below the instructions is a code editor with the following CSS code:

```
1 .walkme-launcher-id-269475 {  
2 background-image: url(https://dzjsfasj4n94t.cloudfront.net/Customers/image+for+launcher.png) !important;  
3 padding-top: 24px;  
4 padding-right: 2px;  
5 padding-bottom: 18px;  
6 padding-left: 1px;269475  
7 }  
8
```

At the bottom of the window, there are three buttons: 'PUBLISH SETTINGS...' (with a question mark icon), 'Cancel', and 'Save'.