

# How to Use Build and Play Mode Selector

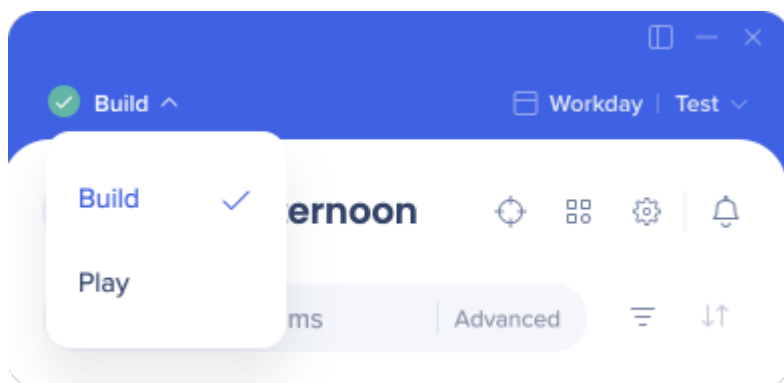
## Brief Overview

Quickly toggle between Build and Play mode in your WalkMe Editor using **Mode Selector**. This feature allows you to build and then view and test published content without the need to switch between different browser profiles.

Until this point, WalkMe recommended that users create two browser profiles for each extension. One for creating content with the Editor Extension, and the other for viewing content on a published environment with the WalkMe Extension.

By using this feature, you can install both extensions on the same profile and simply toggle between them from the Editor. Mode Selector also supports snippet implementations.

**Note:** Using Mode Selector requires Editor Extension version 3.1.163 or above. [Learn more.](#)



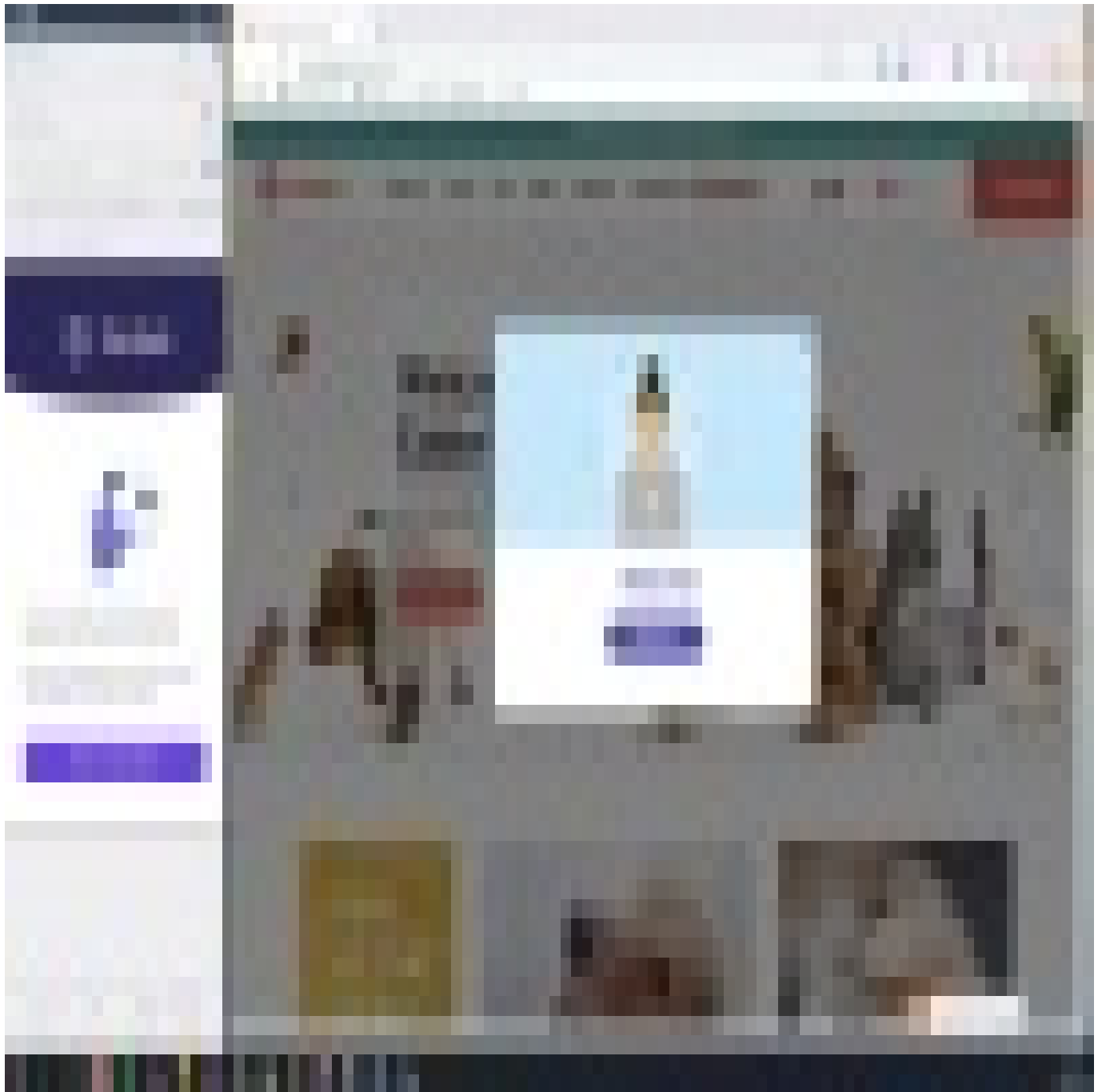
## How It Works

Toggling between Build and Play mode can be easily achieved by using the dropdown options in the Editor (seen in the image above).

Select "Build" to build your WalkMe content, and "Play" to view published content.

You can watch the Tip Tuesday video below to see Mode Selector in action:





Please visit [WalkMe World](https://community.walkme.com), at [community.walkme.com](https://community.walkme.com), to see more Tip Tuesday videos.