

# How to Enable Auto-Toggle for Multi-Language

## Brief Overview

The Auto-Toggle method is the recommended way to implement [WalkMe Multi-Language](#) on your website or platform. This method involves WalkMe detecting a language variable on your website to determine which language WalkMe text should appear in.

The steps below take you through implementing Auto-Toggle. For any additional questions, please contact your customer success manager or WalkMe's Support team at [support@walkme.com](mailto:support@walkme.com).

## Steps to Enable Auto-Toggle

### 1. Find Your Language Variable

On external websites, you should implement the JavaScript function `walkme_get_language` on your website, and this function will return the Language Short Name(s) you specified in the [insights.walkme.com](#) ACCOUNT tab during the initial language setup.

Note: The Short Name can only contain alphanumeric characters (letters and numbers) and hyphens. (See [this article](#) for more details).

In order to implement the `walkme_get_language` function, you must first have a language variable at the window level that detects the end-user's language. Ask your IT team for the following:

- Language Variable Name;
- Language Variable Outputs.

### 2. Create Your Multi-Language Code

- Copy the following code to a Text Editor. Text in bold should be replaced with your own values;

```
window.walkme_get_language = function ()
```

```
{ if (window.langCode) { if (window.langCode == 'EN') { return ''; } else if (window.langCode == 'FR') { return 'FR'; } else { return ' ' } } }
```

- Start by changing the language variable name (in the example above it's `window.langCode`), to the language variable name your IT team created (we will use `window.langvar` as our IT team's variable name throughout this example). The result looks like this:

```
window.walkme_get_language = function () {  
  if (window.langvar)
```

- Define your default language:  
Where the example above says this:

```
if (window.langCode == 'EN') { return ''; }
```

change it to this:

```
if (window.langvar == 'EN') { return '';
```

- Change the variable output for default language. EN is our default language in this example;
- The return function should be left blank for the default language or be the Language Short Name found in the [insights.walkme.com](https://insights.walkme.com) ACCOUNT tab.
- Add alternate languages:
  - Repeat the process above (for EN in this case) with each alternative language you wish to translate to;  
For our example, we'll add 'FR' as our alternate language. This would appear as follows:

```
else if (window.langvar == 'FR') { return 'FR'; } else { return ' ' }
```

Your final result should look like this:

```
window.walkme_get_language = function () { if (window.langvar) { if (window.langvar == 'EN') { return ''; } else if (window.langvar == 'FR') { return 'FR'; } } else { return ' ' } }
```



### 3. Add The Multi-Language Code to Your Website

- Copy your completed code;
- Open the head tag for your site;
- Paste the Multi-Language code on every page.

In order to function correctly, Multi-Language code must be placed in the head tag of every page on which WalkMe will appear.