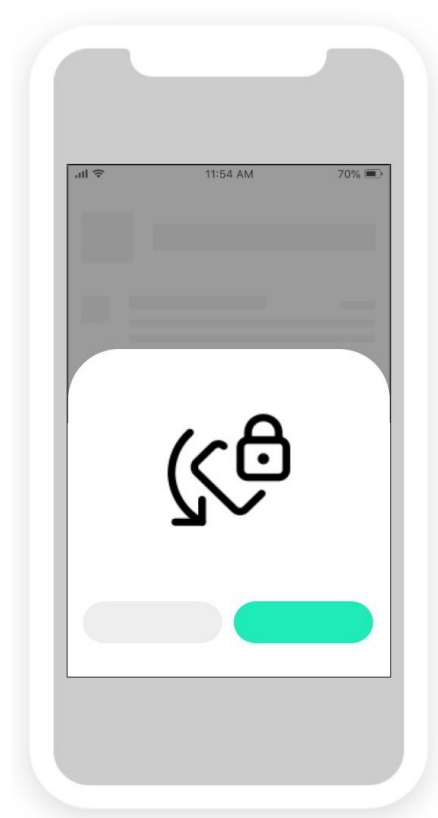


Lock Orientation in Mobile

Brief Overview

Accounting for various device dimensions can be tricky with precise design requirements. Some designs are best fitted for a specific orientation.



To account for these scenarios and prevent poor user experiences, we've added the ability to lock the orientation of a WalkMe campaign. This means that if a design is meant for a specific orientation, you can now prevent it from being viewed in another.

You can lock these orientations based on your needs:

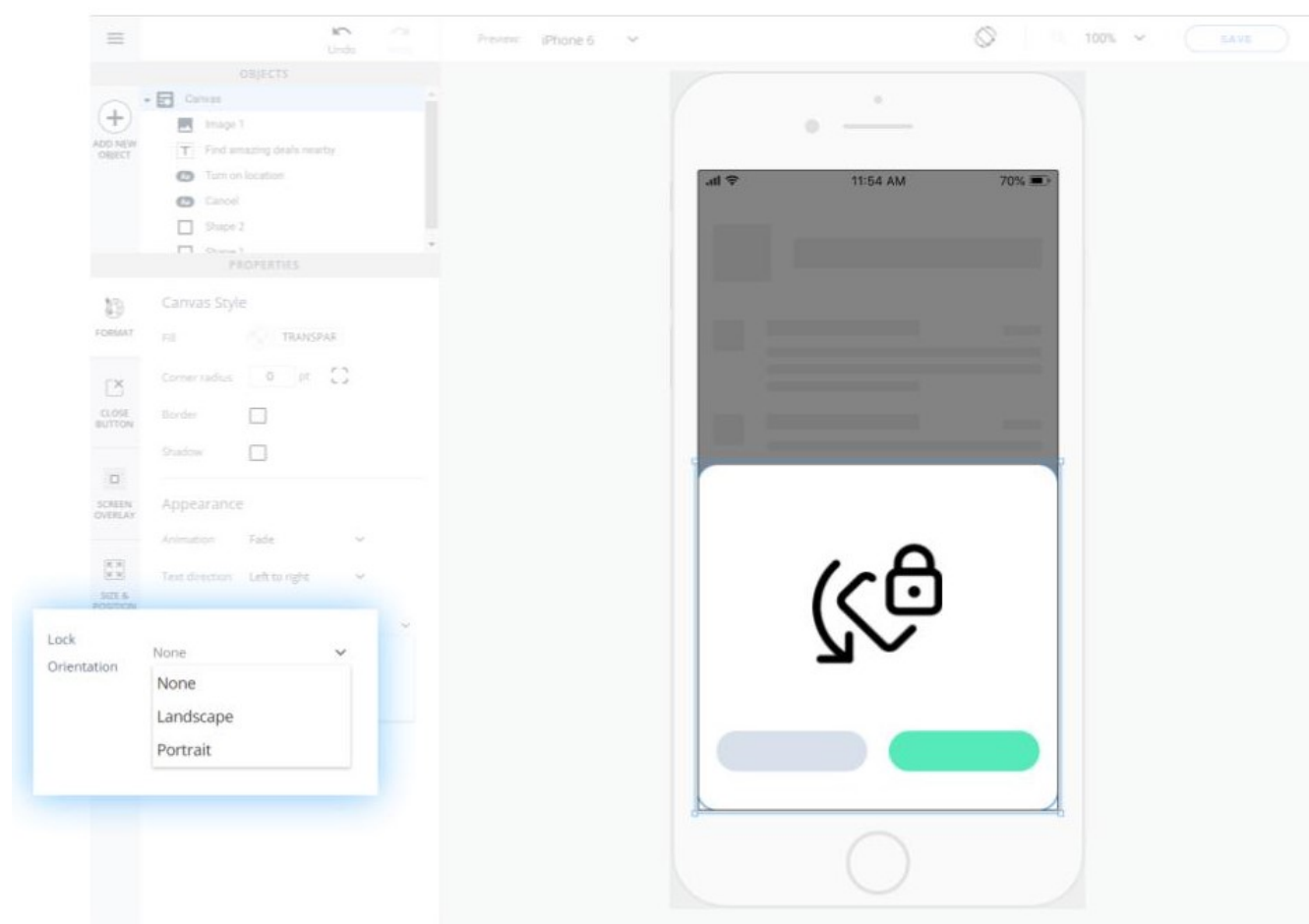
- **Portrait:** For designs like images, shapes, etc.
- **Landscape:** For designs like videos, shapes, long text, etc.

Limitations: Supported from SDK 2.14.0 for both iOS and Android.

Lock Orientation in the Console

In the Mobile console:

1. Go to **My Campaigns**.
2. Click the **relevant campaign** to display the **visual editor**.
3. Go to the **Format panel > Properties > Appearance > Lock Orientation**.
4. Choose between the following options:
 1. **None** - Campaign will rotate freely with device rotation.
 2. **Portrait** - Campaign will be locked in portrait orientation.
 3. **Landscape** - Campaign will be locked in landscape orientation.
5. Click **Save**.



If you want a campaign which you've locked to a specific orientation to only play if the device is in that orientation, apply a [target audience rule](#) defining the specific orientation to be true.