

## Mobile: How To Build and Edit Launchers

## Note:

This is only available for WalkMe Mobile SDK v1.13.1 and above.

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EDIT - ACTIVITY LAUNCHER			
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=	Vindo Redo	Preview: iPhone 6 🔹	$\diamond$
	OBJECTS		
	Canvas		
	T Walk Me Thru		•
	Shape		내 후 11:54 AM 70% 🗩
			대 후 11:54 AM 70% 🗩
	PROPERTIES		
۲	Canvas Style		
FORMAT	Action Campaign ·		
	Start step Auto 🔻		
SCREEN OVERLAY	Redirect User		
	Color #000000		
SIZE & POSITION	Opacity 0 %		
	Corner radius 75 pt		
	Border 💙 🛑 #000000		
	Border width 0 pt		
	Appearance		
	Animation Fade -		Walk Me Thru
	Text direction Left to right 🔹		

## **Customizing Launchers UI**

Because Launchers are essentially buttons you add to your app, the customization options slightly differ from those of other campaigns.

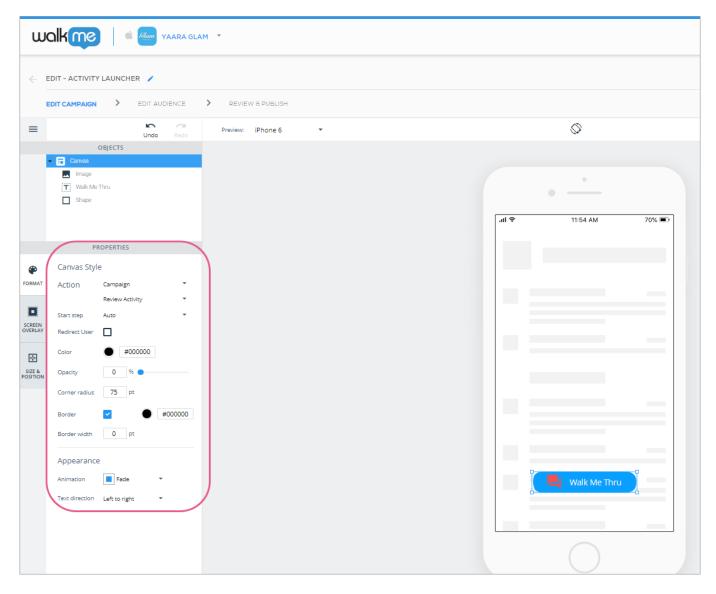
<sup>71</sup> Stevenson Street, Floor 20 San Francisco, CA 94105 | 245 Fifth Avenue, STE 1501 New York, NY, 10016 | 421 Fayetteville St STE 215 Raleigh, NC 27601 www.walkme.com



First, the list of objects you can add to a launcher's canvas is limited to text, shape and image objects. You cannot add buttons, web views, or other widgets to Launchers.

When adding shapes to a Launcher, you will notice that unlike shapes in ShoutOuts and Walk-Thrus, Shapes added in Launchers will not have an Action property. The Launcher action is set through the Action property in the Launcher Canvas.

One more unique property to Launchers is the option to set them to be draggable. If you would like to position a Launcher in your app but are lacking the appropriate place to position it in a way that doesn't interfere with the app's interface – you can use the draggable setting to allow your end users to move the launchers out of their way. In case you want to allow end users to dismiss the launcher completely – you can also set the launcher to be "removable". Once removed, the launcher will not show again until the next session. Draggable and removable launcher properties are supported starting from SDK version 1.15.0 and above.





## **Editing a Launcher's Audience**

Launchers are not effected by Trigger and Impression limits, they are activated according to when the rules of there segment are evaluated as true.

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