

# Mobile: ShoutOut Building Tips, Tricks, and Best Practices

## ShoutOut Building Tips, Tricks, and Best Practices

- Preview ShoutOuts in your app's Power Mode while making edits to them to make sure the changes appear as expected;
  - Use the *Save* option within the WYSIWYG and the *Refresh Campaign* option in the Power Mode *Preview* menu to see the changes you made in the WYSIWYG inside the app.
- If you are creating a design that is only fit for tablets, make sure to segment it so it doesn't appear on smaller devices, and vice versa;
- Pay attention to the difference between elements height / width set in % and px;
- Always keep the sizes of all your end-users' devices in mind;
- With the **legacy WYSIWYG (WalkMe Mobile SDK v1.13.0 and lower)**, ShoutOuts can be designed to occupy any portion of a device's screen up to 100% of it. They can be also be docked to any of the screen's sides, or fixed to the screen's center to ensure a fixed position;
- With the **new WYSIWYG (WalkMe Mobile SDK v1.13.1+)**, you can also position a ShoutOut anywhere you'd like in relation to the Canvas and ensure that it will stay in that same location using responsive SIZE & POSITION options.
- You can add multiple buttons to a ShoutOut, each with a different call to action ("CTA") (legacy WYSIWYG) or Action (new WYSIWYG).