

Mobile: What Is The SETTINGS Tab and How Is It Used?

Brief Overview

The SETTINGS tab in the Mobile Console contains some of your most important WalkMe Mobile admin controls, including the following:

- A WalkMe Mobile SDK kill-switch in the unlikely event of SDK-related app performance issues;
- A comprehensive breakdown of your end-users' devices' SDK and app versions;
- The ability to specify capping for campaigns with Static Trigger;
- The ability to enable, disable and customize Power Mode;
- A repository for all your WalkMe Mobile segments, Goals, User Attributes, captured screens and elements.

Use Cases

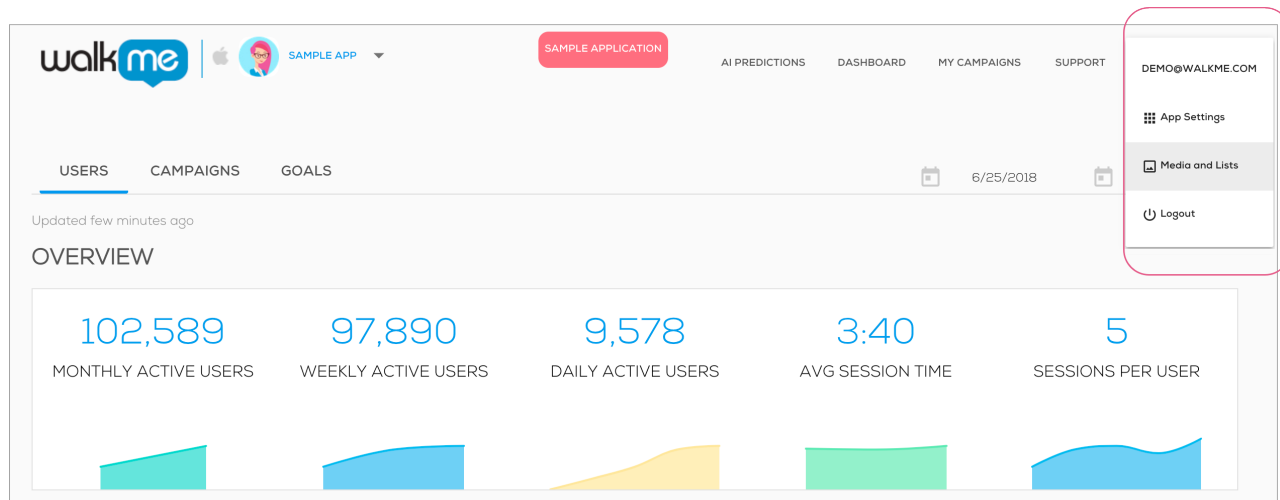
SETTINGS tab use cases include the following:

- Configure WalkMe Mobile;
- Consult the *SDK VERSION DISTRIBUTION* section to effectively segment your WalkMe content per your end-users' app and SDK versions' capabilities;
- Get a bird's-eye-view of all of your various segments and segmentation variables (Goals, User Attributes, and captured screens and elements).

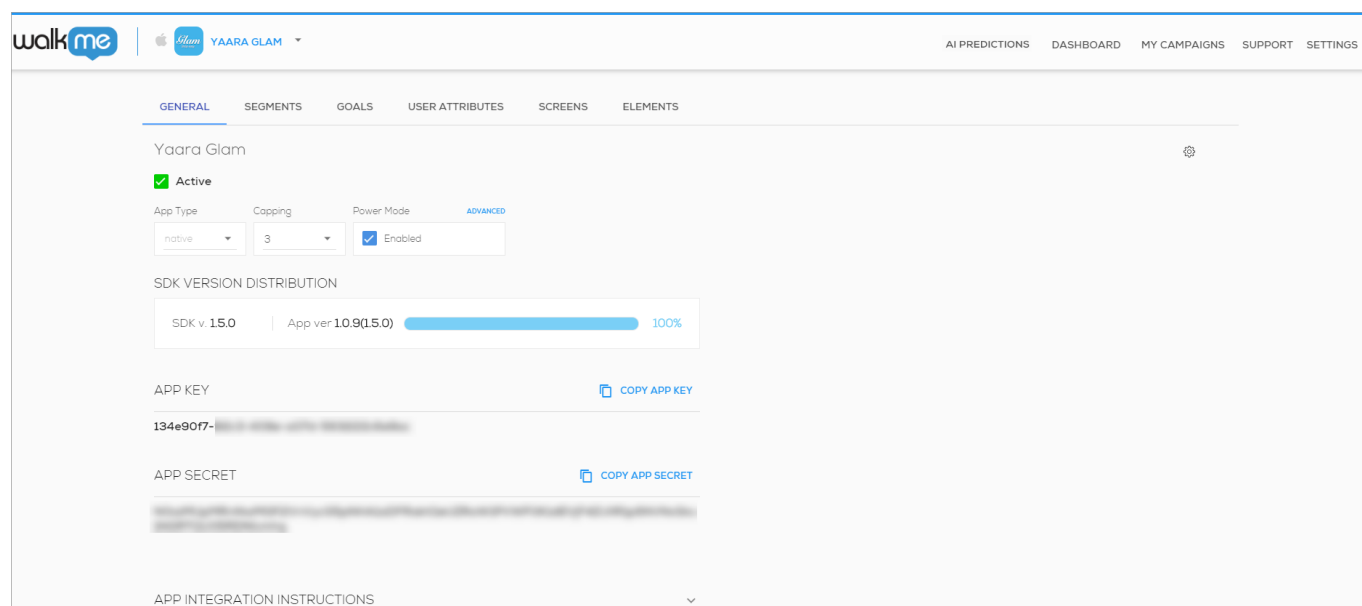
SETTINGS Tab Options

When you click on the SETTINGS tab, the dropdown menu will reveal the following options:

- App Settings;
- Media and Lists;
- Logout.



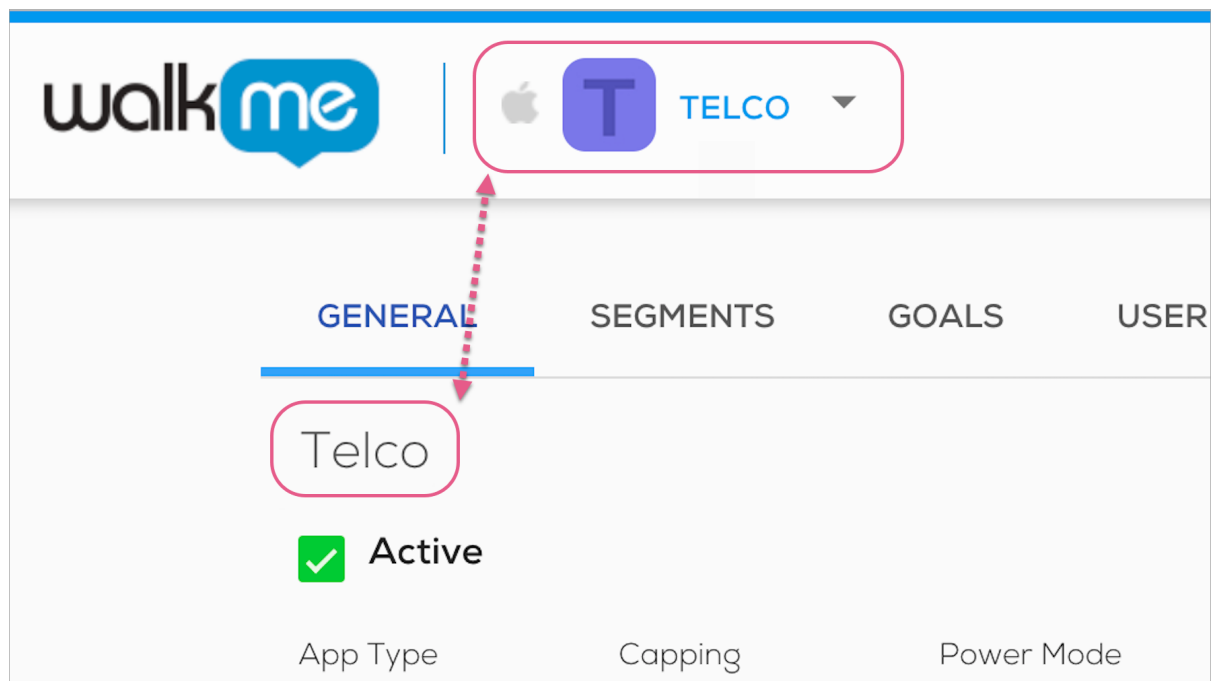
App Settings



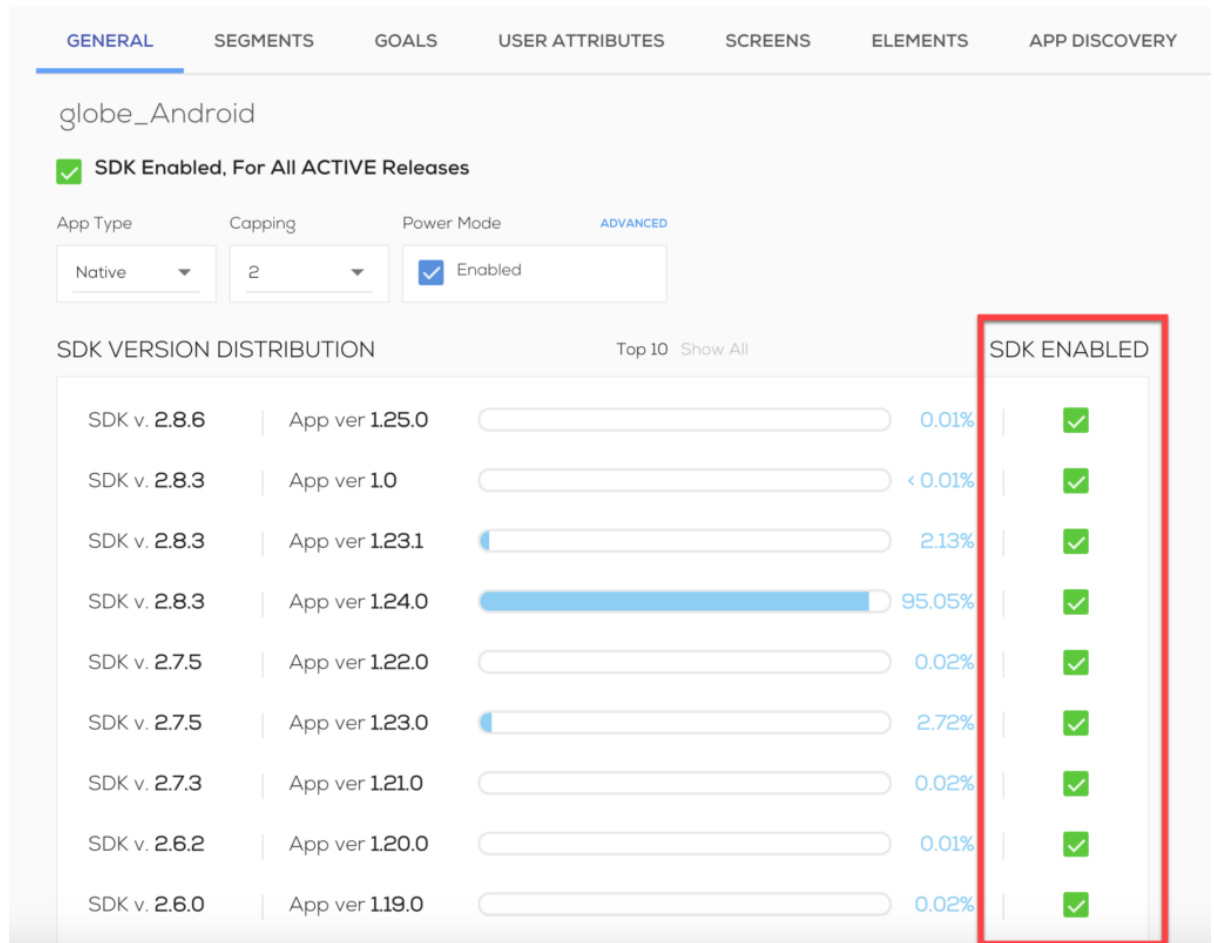
The screenshot shows the 'App Settings' page for an application named 'Yaara Glam'. The page has a header with the Walkme logo and a user profile icon. Below the header, there are navigation tabs: 'GENERAL', 'SEGMENTS', 'GOALS', 'USER ATTRIBUTES', 'SCREENS', and 'ELEMENTS'. The 'GENERAL' tab is selected. The main content area displays the 'Yaara Glam' app settings. It includes a toggle for 'Active' (checked), 'App Type' (native), 'Capping' (3), and 'Power Mode' (Enabled). Below this, there's a section for 'SDK VERSION DISTRIBUTION' showing 'SDK v. 15.0' and 'App ver 10.9(15.0)' with a 100% progress bar. There are also fields for 'APP KEY' and 'APP SECRET', each with a 'COPY' button. At the bottom, there's a link for 'APP INTEGRATION INSTRUCTIONS'.

The App Settings section contains numerous tabs:

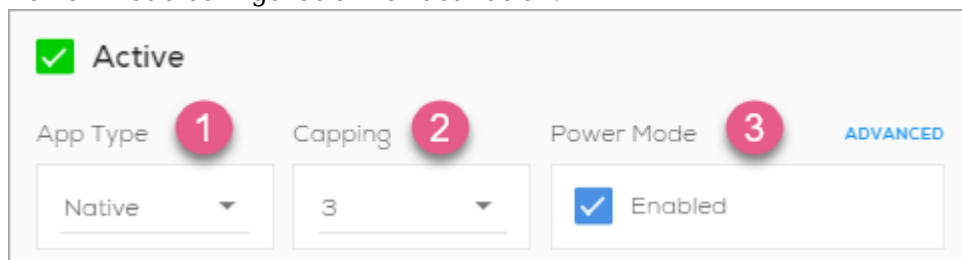
- **GENERAL tab:** This tab holds general configurations for the app itself, including the following:
 - App name: The semantic name you give the app; also appears in the apps selection dropdown:



- This name has no effect on the SDK or the WalkMe content, and you can change it by hovering over it and clicking the *Edit* icon.
- The SDK kill-switch (the green check-box labeled *Active*);
- SDK ENABLED check-boxes: Check or uncheck for the ability to turn on/off specific SDK versions.



- App *Debug mode* activation option (click on *gear icon* > *Debug Mode*): this results in the next app session connecting from the same IP to present SDK logs;
- App admin configuration options for:
 - App type (native / hybrid);
 - Capping for the number of campaigns to be activated by *Static* trigger on a single session;
 - Power Mode configuration for activation:

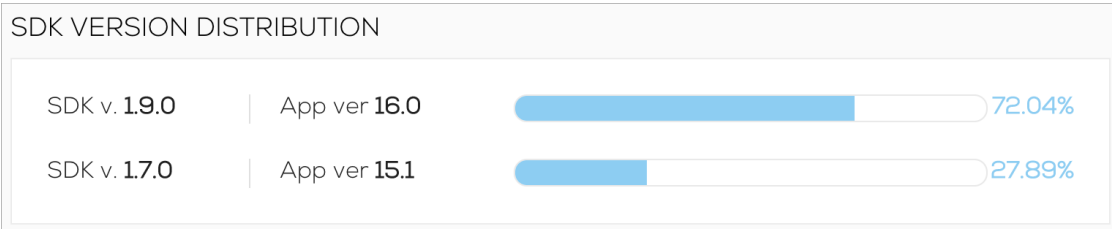


☒ Active

App Type: 1 Native | Capping: 2 3 | Power Mode: 3 ☒ Enabled

ADVANCED

- The GENERAL tab also presents the following information:
 - The SDK version distribution information:



- The App Key and App Secret;
- App integration instructions for manual integration.
- **App variable tabs:** In these tabs you can review and delete existing app variables, and, where applicable, create new ones. The available app variables are:
 - Segments;
 - Goals;
 - User Attributes;
 - Screens;
 - Elements.

Media and Lists

Here you can upload, view, and delete your media assets (the images you will use in your campaigns), and your TXT/CSV files containing end-user IDs of users you would like to target or exclude from targeting.