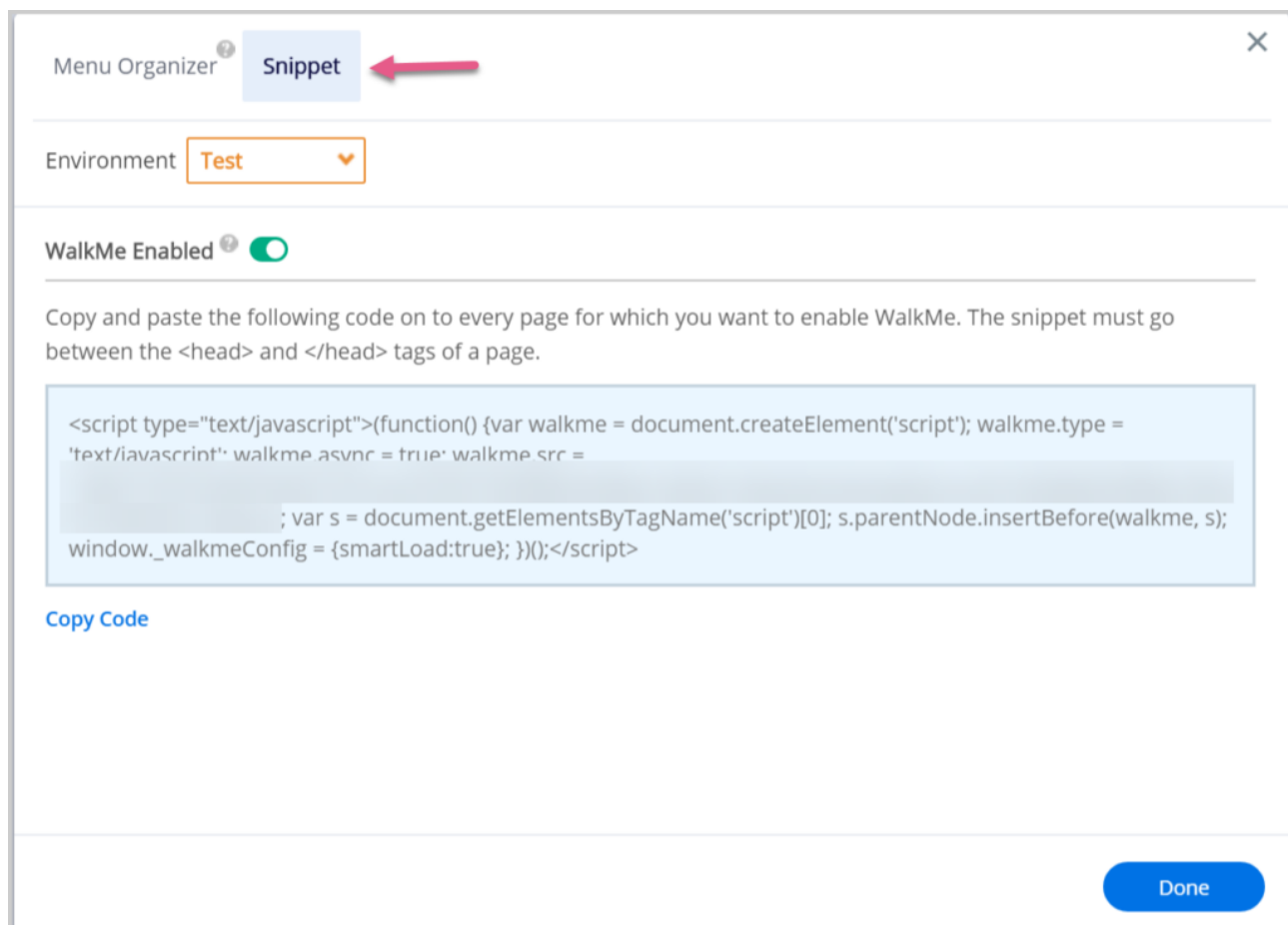


WalkMe Snippet and Deployment Method Overview

What is the Snippet?

The snippet is a piece of JavaScript code that allows WalkMe to appear on your site. Each WalkMe Editor account has a unique snippet code:

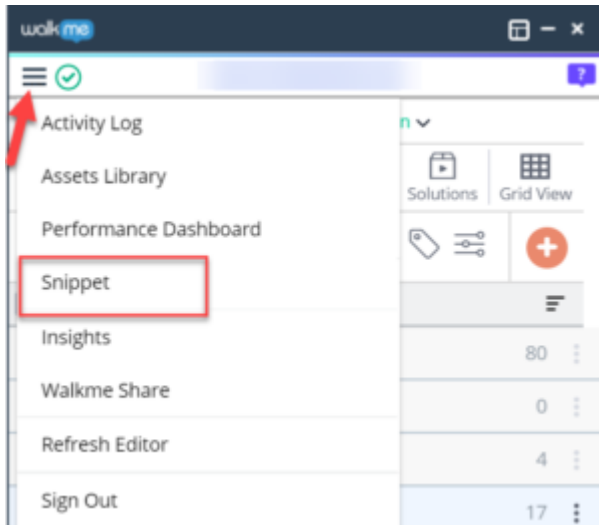


The screenshot shows the WalkMe Snippet configuration interface. At the top, there is a 'Menu Organizer' tab and a 'Snippet' tab, with a red arrow pointing to the 'Snippet' tab. Below the tabs, there is an 'Environment' dropdown menu set to 'Test'. Underneath, there is a 'WalkMe Enabled' toggle switch that is turned on. The main content area contains the following text: 'Copy and paste the following code on to every page for which you want to enable WalkMe. The snippet must go between the <head> and </head> tags of a page.' Below this text is a code block containing the JavaScript snippet. At the bottom left of the code block, there is a 'Copy Code' link. At the bottom right of the interface, there is a blue 'Done' button.

```
<script type="text/javascript">(function() {var walkme = document.createElement('script'); walkme.type = 'text/javascript'; walkme.async = true; walkme.src =  
; var s = document.getElementsByTagName('script')[0]; s.parentNode.insertBefore(walkme, s); window._walkmeConfig = {smartLoad:true};})();</script>
```

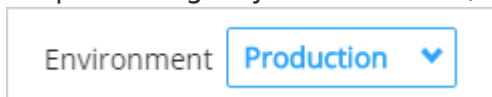
Where is the Snippet?

1. Open the WalkMe Editor
2. Log In
3. Open the Editor Menu and select "Snippet"



4. Select an environment

- Each environment has a slightly different snippet code. If you have a test/sandbox/staging site, copy the snippet for Test. If you would like the snippet for publishing to your end-users, copy the snippet for Production.



5. Copy the snippet code:

Copy and paste the following code on to every page for which you want to enable WalkMe. The snippet must go between the <head> and </head> tags of a page.

```
<script type="text/javascript">(function() {var walkme = document.createElement('script'); walkme.type = 'text/javascript'; walkme.async = true; walkme.src =
; var s = document.getElementsByTagName('script')[0]; s.parentNode.insertBefore(walkme, s); window._walkmeConfig = {smartLoad:true};})();</script>
```

[Copy Code](#)

Methods For Deploying the Snippet

Deployment is a simple, one-time task done by your IT team.

There are several ways to deploy the WalkMe snippet. The correct one for you depends on the specifics of your application. Click on each link below to learn more about these options:

- If you have access to your application’s HTML, we recommend simply pasting the snippet into the head tag of each page on which you want WalkMe content to appear. [Read more here.](#)

2. If you don't have access to your application's HTML (or don't want to alter it for whatever reason), we recommend inserting the snippet by mass deploying the Player browser extension. [Read more here.](#)
3. A third option for expediting the process of inserting the snippet is using Google Tag Manager. [Read more here.](#)

How do I Test that the Snippet is Working?

Once the snippet is in place, you will be able to see your **published** content from the Editor. To test the snippet to make sure it's set up correctly:

1. Open your site
2. Right-click and select inspect the page
3. Open the console
4. Enter the following text query: `_walkMe.getEnvId()`
5. If it returns undefined, the Snippet is not properly set up. If the query returns a value, then you're all set!

Environments

If you have a Test site, you may choose to first publish your WalkMe items to this site before publishing to your end-users on your Production site. The Snippet is slightly different for each environment. Since the Snippet is different for each environment, you will need to deploy it separately for each environment.

Deploy the Test Snippet for your Test (or Sandbox or Staging) site; then items published to Test will appear on your Test site. Similarly, deploy the Production Snippet for your site; then items published to Production will appear on your Production site.