

# How to Setup WalkMe: Getting Started Guide

Setting up WalkMe can be quick and easy when you follow these simple steps to get started.

## 1. Install the Editor

Learn how to install the Editor

The WalkMe Editor is what is used for building, managing, and publishing all of the content that you create for your end-users to experience. This includes Smart Walk-Thrus, ShoutOuts, and other WalkMe Apps. The Editor is a desktop application that must be downloaded to use, after which you can build on your platform.

View the [Editor Download page](#).

## 2. Set Up a Builder Chrome Profile

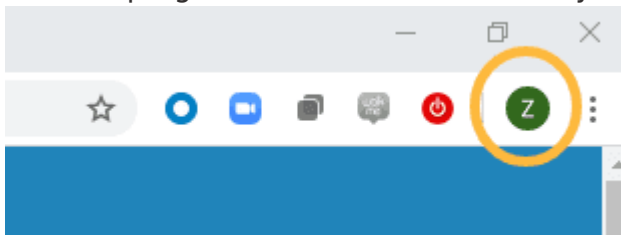
Learn why you need a Chrome profile for building

When building with the WalkMe Editor, all of the WalkMe content that you have created and published on your platform will be temporarily unviewable. Instead you will only be able to see the content that you are building in the Editor.

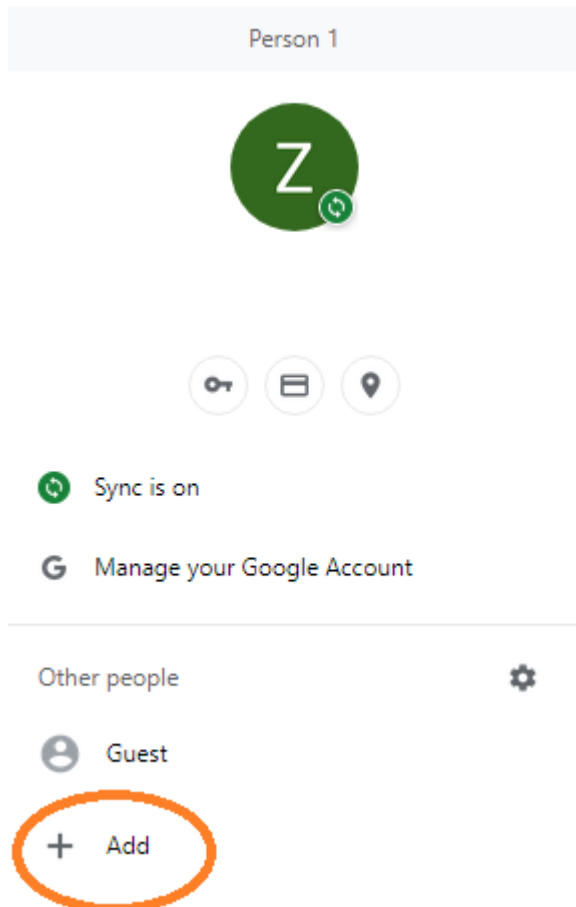
For this reason, we recommend using a separate Chrome Profile for building with WalkMe, so that your Published WalkMe content will still be visible from your default Chrome Profile.

To create a dedicated WalkMe Builder Chrome Profile, follow the steps below:

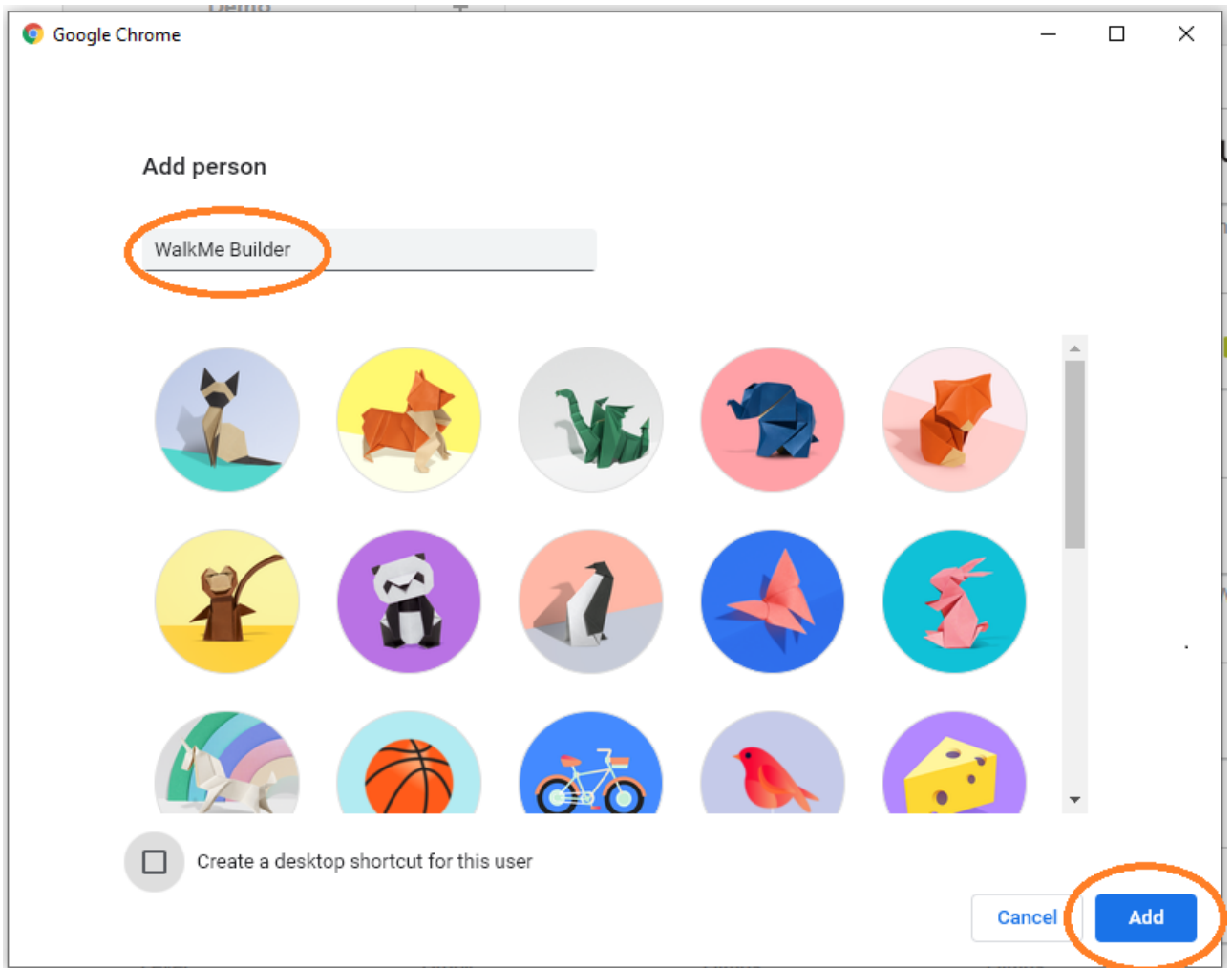
1. In the top right corner of Chrome, click your Chrome profile badge.



2. Click Add:



3. Name the profile WalkMe Builder and Click Add:



4. [Install the WalkMe Editor Extension](#) on your new WalkMe Builder Chrome Profile, and continue to use your default Chrome Profile to test WalkMe content.

How-to Video

### 3. Install the WalkMe Extension

Learn how to install the WalkMe Extension

The WalkMe Editor Extension connects the WalkMe Editor to your browser. This is what allows you to build WalkMe content on your own platform. Be sure to install this extension on your WalkMe Builder Chrome Profile.

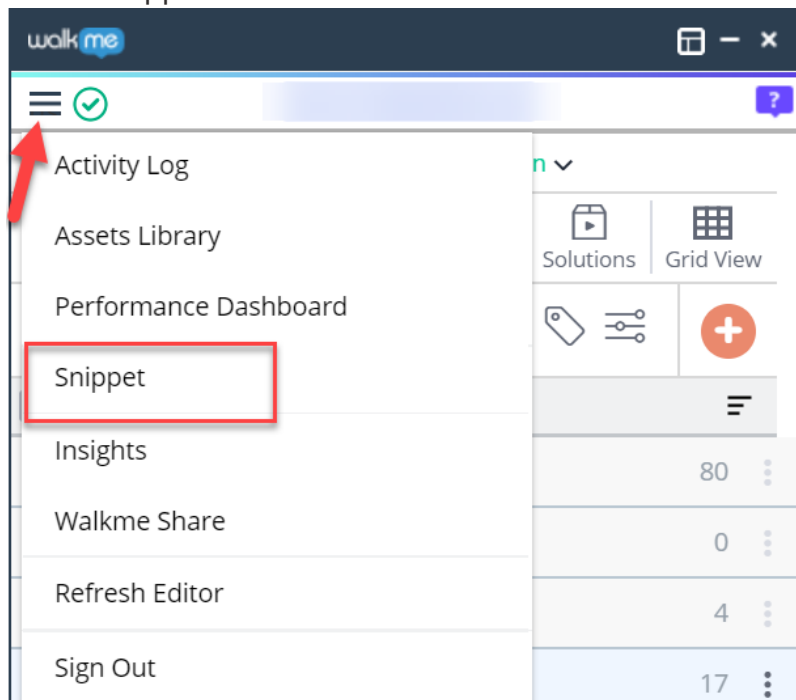
View the [Editor Extension Download](#) page.

## 4. Install the WalkMe Snippet on your Platform

Learn how to install the WalkMe Snippet

### Copy the snippet from your WalkMe Editor:

1. Click “Snippet” from the Editor Menu.



2. Copy the snippet from the Snippet tab.

Menu Organizer <sup>?</sup>
Snippet
✕

---

Environment

Test ▼

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WalkMe Enabled <sup>?</sup>

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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 = 'https://cdn.walkme.com/users/_7fa8b9a4-8f543af6d96213235f676c5/test/walkme_17fa8b9a4-8f543af6d96213235f676c5_https.js'; var s = document.getElementsByTagName('script')[0]; s.parentNode.insertBefore(walkme, s); window._walkmeConfig = {smartLoad:true};})();</script>
```

Copy Code
Done

3. Once you have your snippets copied, contact your IT team to have them installed on your platform in the correct environments.
  - We have prepared the [WalkMe Deployment Guide](#) to give your IT team so that they are able to install this snippet into your platform.
4. To test your snippet, run the command “ `_walkMe.getEnvId()` ” in your console.
  - This command will return a value indicating which environment loaded:
    - 0=Production
    - 1=Preview
    - 2=Play
    - 3=Test
  - If the command does not return a value, or returns the wrong value, your snippet is not installed correctly and you can [open a Support Ticket](#) for assistance.

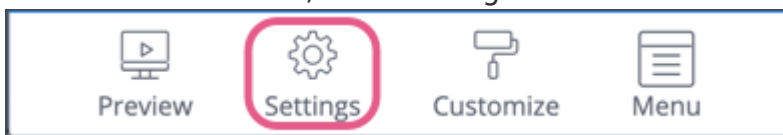
## 5. Set up your Unique User Identifier

Learn how to set up Unique User Identifiers

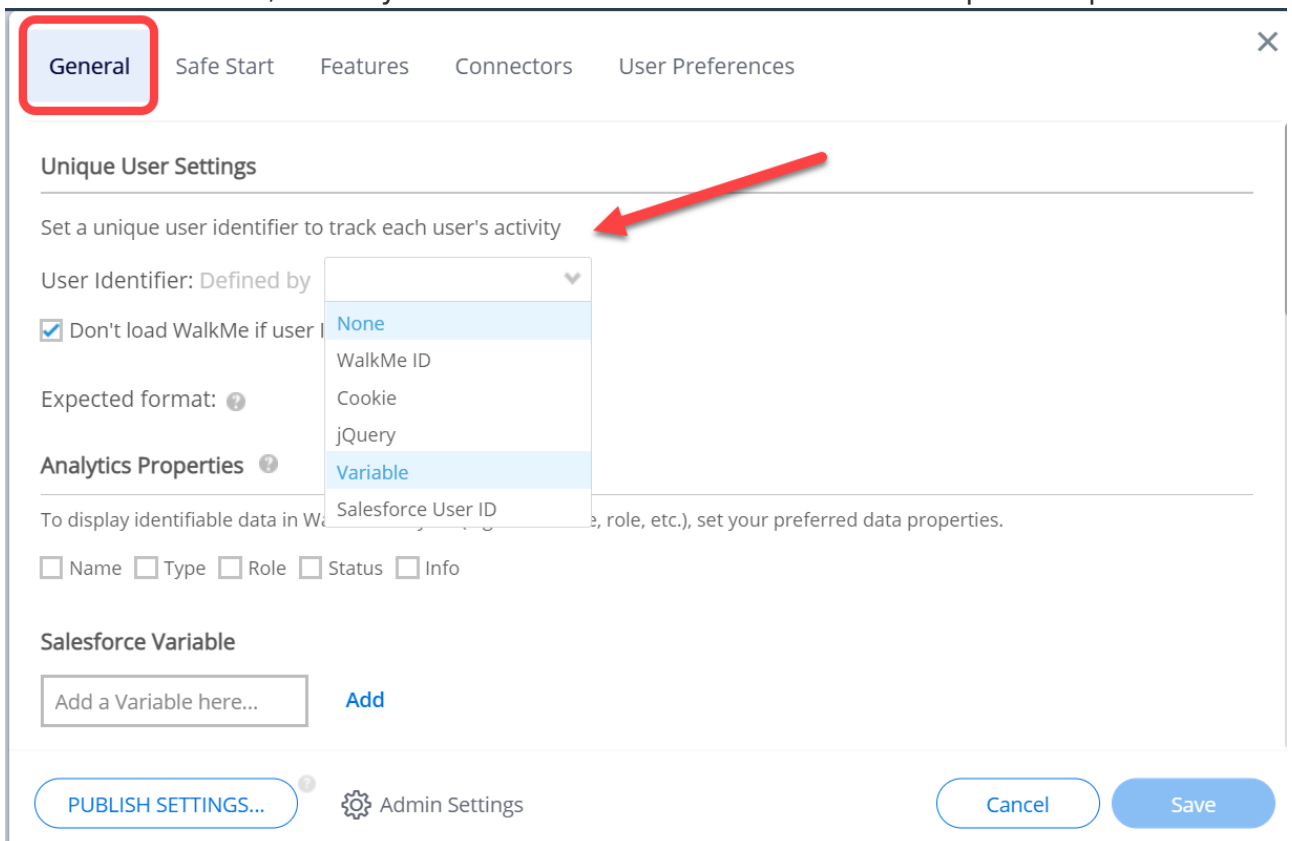
To distinguish between different users, you will need to expose a Unique User ID on your platform.

To configure Unique User Settings, follow these steps:

1. In the WalkMe Editor, click Settings



2. In the General tab, select your desired User Identifier from the dropdown options



3. Supply additional information if needed (for Cookie, jQuery, or Variable)
4. Click Save

You may also choose to include additional variables in this object, such as user role, location, segmentation information, and more.

[Click here for a guide explaining how to set up variables on your platform.](#)

## 6. Start Building

This is just a guide to get started setting up WalkMe. Once you have completed all of these steps you are ready for the fun part, to begin building!

Please continue the WalkMe journey and view how to [Build with the Editor](#).