

# 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 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.

Read how to [Install the WalkMe Editor](#)

View the [Editor Download page](#)

## **2. Install the WalkMe Snippet on your Platform**

Learn how to install the WalkMe Extension

The WalkMe snippet is what allows WalkMe to run on your site. Pages or browsers that include the snippet are able to access published WalkMe files on a server, allowing users to access and play content.

The snippet is a piece of JavaScript code that must be running in a user's browser for WalkMe to work on the page. Each snippet is tied to a specific WalkMe Editor account. When items are published in the WalkMe Editor, they are accessible to users that have the associated snippet running on their browser.

See a [step-by step guide on how to deploy snippet](#).

### **Note**

To set up WalkMe, you need to either install Snippet or Extension (not both).

### 3. Install the WalkMe Extension

Learn how to install the WalkMe Snippet

If you cannot access your website/application's HTML, or prefer not to manually alter it for any reason, you can deploy the WalkMe extension on your users' browsers, which will insert the [WalkMe snippet](#) into the HTML of the relevant pages.

See a [step-by step guide on how to deploy extension](#).

### 4. Set up your Unique User Identifier

Learn how to set up Unique User Identifiers

Select how you would like to identify your users for analytics purposes. For example, by their email address, anonymous ID number, or a unique identifying element on their screen.

Full [instructions on choosing and configuring your UUID are available here](#).

### 5. 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](#).

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