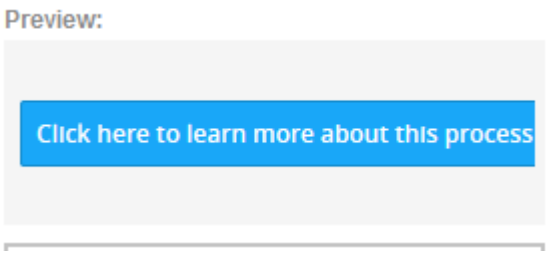
Why is my Custom Launcher appearing incorrectly?

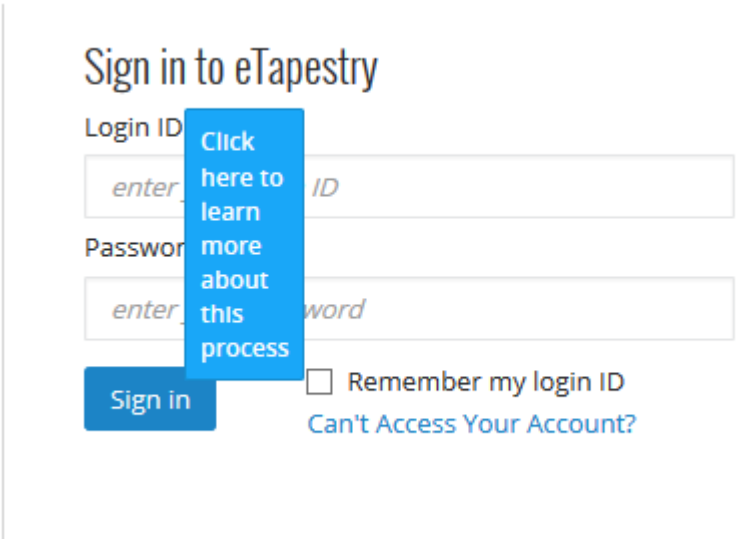
Issue

The Custom Launcher I created is appearing differently when playing, previewing, or publishing it.

The Custom Launcher looked like this in the Editor when I created it:



But now it looks like this:

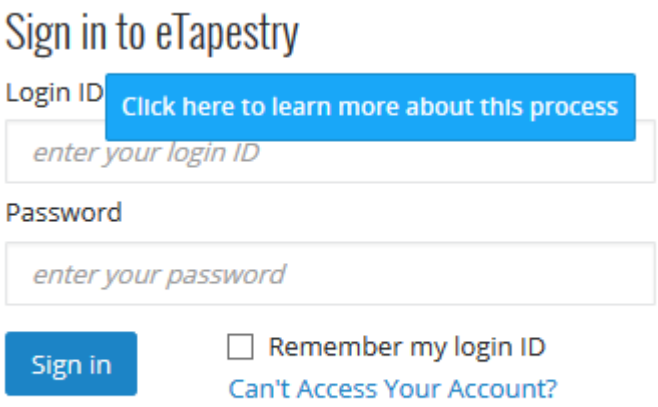
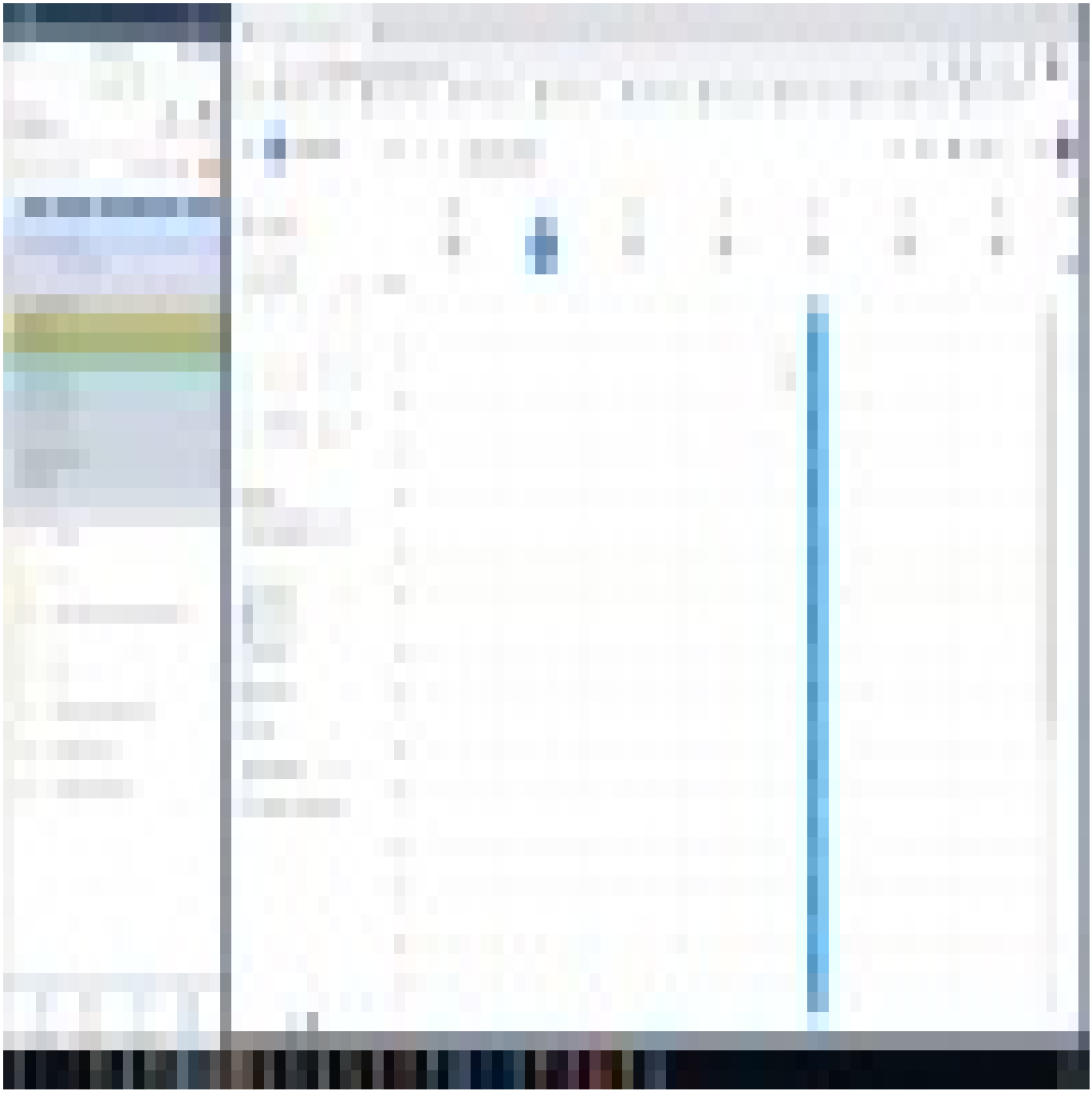


Solution

If you created a Custom Launcher that is appearing narrower and with several lines of text instead of one continuous line of text, the problem is most likely caused by the Lock to Element feature.

When Lock to Feature is enabled, the Launcher inherits the CSS from the element that it is locked to. In order to preserve the Custom Launcher's CSS, try using the following CSS rule:

```
.walkme-launcher-id-xxxxx {
display: block !important;
position: relative !important;
}
```

With this added CSS, your Launcher should now display correctly while remaining locked to the element.

After: