

Item name	Item Purpose	Expiration Time
wm-ASRep-[[wt_id]]-[[v]]	Walk-Thru (WT) auto-play state - determine if the WT should be started or not according to the definition (auto start once, always etc.)	2 years
wm-ASRep-[[deployable_type]]-[[deployable_id]]-[[v]]	Deployables (except WTs) auto-play state - determine if the deployable should be started or not according to the definition (auto start once, always etc.)	2 years
wm-flow-stack	Stores the last played Smart Walkthrough step	10 minutes
wm-nls	Used for playing a step from Smart Walk-Thru Error handling group. It saves data about the step after the group in order to allow for proper continuation of the process.	30 minutes
wm-flw-preplay	Used by passOwnership feature for continuation of flows cross domain. Saves the Smart Walk-Thru and step that are going to be played.	1 month
wm-fty-cnf	Flow tracker configuration - minimized/open, which tabs are selected, etc.	1 year
wm-fty	Flow tracker state (deactivate because of window size, should be cleared etc.)	1 year
wm-dbg-hst	Saves all the events sent to flow tracker to get history when initializing the flow tracker	1.15 day (100000 seconds)
wm-dbg-poll	For every iframe with WM there's a different instance of Flow Tracker. The data shown in the flow tracker is sent as events from the player component, and in order to keep all flow tracker instances synced, we save each event in the storage - so all other instances can get all the events	10 seconds
wm-gb	When goal evaluation time is exceeded, determine if we want to alert about it to Walkme log (if the cookie exist don't show alert - the cookie will live one day, which means we will show this alert only once in 24h)	1 day
wm-wtchd-[[deployable_type]]-[[end_user_guid]]	Watched deployables (ids) for goal completion tracking	1 hour
wm-cond-win	Determine if an end-user/process is in a new window. Used for "is new window" conditions	1 hour
wm-cdstop	Stop currently running SWT across all walkme instances (iframes)	2 seconds
wm-cdplay	Saves the last played "switch to frame" step	1 hour
wm-po-pc[[priority]]	In case there are multiple iframes on page, this item prevents play attempts on multiple iframes at the same time (by ensuring the mechanism that assigns the play priority for each iframe won't assign the same priority to more than one iframe)	1 hour
wm-po-p	Saves the highest prioritized owner (iframe) ID - to determine which of the iframes should play the next SWT step	1 hour
wm-po-r	Saves the current owner (iframe) ID	1 hour
wm-po-q	When we play "switch to frame" step, it has a condition (for example, go to page with url www.google.com). This key saves a list of windows/iframes that matches this condition	1 hour
wm-RML-[[deployable_type]]-[[deployable_id]]	When using the "Remind me later" ShoutOut functionality, this stores the date when the ShoutOut should be shown again.	1 year
wm-stpcond-[[deployable_type]]-[[deployable_id]]-[[stop_type]]	Used to prevent a ShoutOut auto-play from occurring again. Based on the conditions in the editor, this is set when a ShoutOut is closed or the ShoutOut action button is clicked.	2 years
wm-SrvRep-[[survey_id]]	Survey repeat settings. Used to determine if the Survey should play again.	2 years
wm-SrvSmt-[[survey_guid]]	Determine that a certain survey was already submitted by the end user	1 day
wm-SrvWtRep-[[wt_id]]-[[survey-id]]	Determine whether to play a survey at the end of WT, according to it's frequency (always, once, once a day). So for example if the survey's frequency is once a day, the cookie will be saved for 24h and we will know NOT TO PLAY THE SURVEY as long as it exists	2 years
wm-SrvWtRep-19-[[bizFlow_id]]-[[survey-id]]	Determine whether to play a survey at the end of SWT, according to it's frequency (always, once, once a day). So for example if the survey's frequency is once a day, the cookie will be saved for 24h and we will know NOT TO PLAY THE SURVEY as long as it exists	2 years

wm_ct_[[environment_id]]_[[end_user_guid]]_[[end_user_id]]	Indicates which of the Onboarding tasks (appear in "tasks" tab in walkme menu) are completed before server sync	1 hour by default
wm_ct_pp[[environment_id]]_[[end_user_guid]]_[[end_user_id]]	Onboarding tasks progress status, the percent of all completed and visible Onboarding tasks.	1 day
wm-wfow	Used for "wait for new window" condition - when we want to play WT step only in another window/page	10 minutes
wm-prsst	Current Walk-Thru state: contains data about the WT, like it's ID, was it finished etc.	10 minutes
wm-smtp-init	Saves what initiator initiated all SmartTips, for example, "Launcher"	10 minutes
wm-ueuT	The last end user id that was sent as audit from this client	Until midnight
wm-euaf-[[end_user_guid]]	Indicates that the end user is logged-in to the system	default is 15 minutes.
wm-ds-b	Stores the audit data that will be sent to WalkMe	10 minutes
wm-sat	Counter for the number of failed attempts to send audit to WalkMe	Less than a day
wm-sst	The last time an audit request to WalkMe had failed	Less than a day
wm-sk	Indicated there was an error sending audits to WalkMe	Less than a day
wm-wmv	A content of WalkMe was visible on this client	1 day
wm-dt-[[i]]	Storage data (Part of WalkMe's sending audit algorithm)	15-30 minutes
wm-ne	Number of entries in storage (Part of WalkMe's sending audit algorithm)	15-30 minutes
wm-nx	Part of WalkMe's sending audit algorithm	15-30 minutes
wm-ssn	Saves current session id	30 minutes
wm-lang	Stores current language, after user had actively selected a different language (not default) for WalkMe	1 year
wm-test	A test cookie with "wm-test" value just to make sure cookies can be saved, read and can be deleted. Used really rarely, only when there was an issue identifying the customer's domain.	10 minutes
WalkMeStorage_WalkMe_test Storage	It's a test cookie that is written when WM's CD storage is initialized to make sure Cookies in a 3rd party context are writeable	2 years
wm-dmn	Saves the current domain in for cache purposes, so it won't have to be determined every time.	10 minutes
wm-popup	Used mainly in Safari; Save the number of tries of opening a popup and allow WM to use cookies in a 3rd party domain context. After 3 failed attempts WM stops trying	2 years
wm-ueug	Contains the generated end user ID, per the configurations in the editor settings	2 years
wm-fgug	In some cases WM generates a random user ID, when it does, this cookie holds it	2 years
wm-ceug	Used in to determine end user changes. If the user changed - old local end user data is deleted. Store the current WM end user (defined in the editor)	2 years
wm-cenv	Used in to determine environment (test/prod) changes. If the environment changed - old local data is deleted. Store the current WM environment (test/prod)	2 years
wm-lgt	Used for server storage synchronization. This cookie stores the last storage sync time	1 year
wm-ag-d	Stores Attention Grabber details like: settings version, times that has been called in the session, timestamp of last time played...	2 years
wm-ag-rep	Delays the appearance of the Attention Grabber until next play (per editor configurations)	2 years
wm-ldv	Stores the latest version of the datafile	2 years
wm-wa	When showing the widget for the first time. Checks if we should show the widget with the configured animation or not. Uses AutostartManager to set the cookie	1 hour