# The Campaign Auto Close / Change Page App

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Sometimes a visitor opens a campaign and then walks away without interacting with it. The **Campaign Auto Close / Change Page** extension lets you handle that automatically: close the campaign after a set number of idle seconds, or move the visitor to a different page after they've been idle. It's useful for dismissing an ignored pop-up, or for advancing a thank-you page on its own after a few quiet seconds.

## What you'll learn

- How to install the Campaign Auto Close / Change Page extension
- How to close a whole campaign after a visitor goes idle
- How to close or automatically advance a single page after a visitor goes idle
- What actually counts as "inactivity," and the formatting rules to follow
- How multiple timers behave when set on the same campaign

## Install the extension

1. From the account menu in the top-right corner of your Digioh account, select **Extensions**.
2. Find **Campaign Auto Close / Change Page** in the list and click **Install**.
3. **Publish** your account.

## Configuration

There are two different ways to configure your Digioh campaigns to use the extension:

- **To close a whole campaign after a visitor goes** idle, add **auto_close_secs** as **Campaign Metadata** on the campaign
- **To close or automatically advance a specific page after a visitor goes idle** , add **idle_timer_action** as **Page Metadata** on that page.

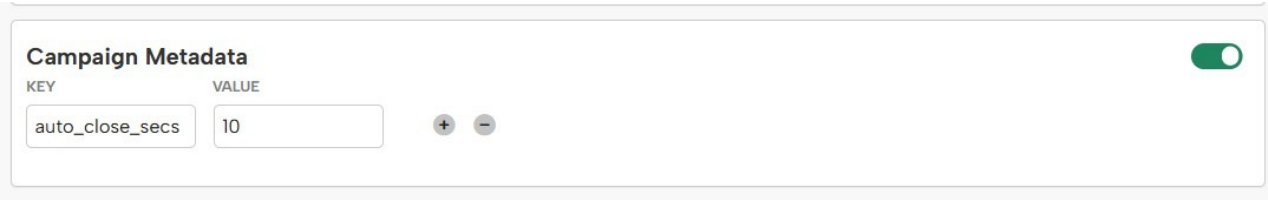
Both are covered below. You can use them on their own or together, see **Using more than one timer at once** near the end.

## Close the entire campaign after inactivity

To close the entire campaign after a set number of idle seconds, add the following **campaign metadata** to the campaign:

**auto_close_secs = <seconds>**

Replace **<seconds>** with the number of idle seconds to wait. The timer starts when the campaign displays, and the campaign closes once that time passes without interaction. For example, **auto_close_secs = 10** closes the campaign after 10 idle seconds.




## Close or change a specific page after inactivity

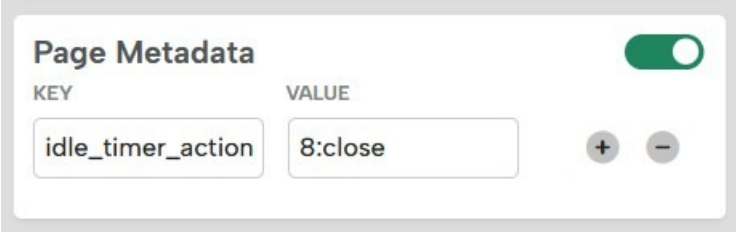
When you want idle behavior on a single page, closing the campaign, or automatically moving the visitor to another page, use **idle_timer_action** as **Page Metadata** on that page.

This is the right choice for thank-you pages that should advance or dismiss on their own, or any single step that needs different idle behavior than the rest of the campaign. Add it to the page you want the timer on:

**idle_timer_action = <seconds>:<action>**

Replace **<seconds>** with the idle time to wait, and **<action>** with one of the following:

- **close:** closes the campaign. Example: **idle_timer_action = 8:close**




- A page name, such as **main**, **thx**, or **ep1:** transitions to that page. Example: **idle_timer_action = 8:thx** moves the visitor to the thank-you page after 8 idle seconds:




## What counts as “inactivity”

The timer is meant to fire when the visitor isn’t engaging, but “engaging” is more specific than it sounds. The timer is only cancelled when the visitor **focuses on or types into a form field, or clicks a button** within the campaign.

Clicking on text, images, or other non-form elements does **not** reset the timer, and neither does scrolling or hovering. So a visitor can be looking at the campaign and the timer will still run if they haven’t touched a field or button.

**Important:** Set your idle time with this in mind. If you choose a value that’s too short, the campaign may close on a visitor who is still reading but hasn’t interacted with a field yet.

## Formatting rules to know

A few details about the **idle_timer_action** format will save you a debugging session:

- **The colon is required.** The value must be in the form **seconds:action**. A plain number like **5** with no action is invalid, the timer simply won't run.
- **Invalid values fail quietly in production.** If the format is wrong, you'll see an error notification while testing in **QA mode**, but on your live site the visitor sees nothing unusual: the campaign displays normally and the timer just doesn't fire. Always confirm the timer works in QA mode before relying on it.
- **The "close" action is case-insensitive. close**, **Close**, and **CLOSE** all work. Page names, on the other hand, are used exactly as entered, so match your page identifier precisely (page names are lowercase by convention, like **main** or **thx**).

## Using more than one timer at once

You can set more than one of these timers on the same campaign. For example **auto_close_secs** at the campaign level and a per-page **idle_timer_action** on your thank-you page. When you do, every timer starts when the campaign displays and runs independently. Whichever one reaches its time first takes effect.

**Tip:** If two timers could fire close together, give them clearly different values so the behavior is predictable, the shorter timer always wins.