Add Rating Stars

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Adding a rating system to your Digioh pop-ups is a straightforward way to collect user feedback and improve engagement. With the Add Rating Stars app, you can add a star-based rating system to your forms, quizzes, and other campaigns. Use it to gather insights into your audience's preferences and identify areas for improvement.

Before you begin: Each star button's action must be set to **Select** in the campaign editor. The extension validates this at runtime and throws an error if any button tagged with the `rating` metadata key uses a different action type. Missing this step will cause the extension to stop working.

The error shown in the QA panel if the action is incorrect: `"Invalid rating on [pageName][selector]: button must have action select"`

Step 1: Install the App

Go to the top menu and select **Admin**, then choose **Custom JavaScript (Apps)**. Under the **Available** tab, find and install the **Add Rating Stars** app.

Step 2: Configure the Rating Field

You must store the rating in a dedicated custom field. In this example, we use `custom_1`. Do not use this field for any other purpose in the campaign.

To set the field that stores the score, add page-level metadata with key **rating_field** and value set to your chosen custom field.

For example:



Step 3: Configure the Rating Label (Optional)

The rating label is the label sent with the score to wherever your rating data is delivered. Choose a label that is easy to search or that matches the syntax of your other collected data.

This step is optional. If you skip it, the default label is **rating_x**, where **x** is the rating value. For example, a rating of 5 produces **rating_5**.

Important: If you configure `rating_label`, the value must include the letter **x** as a placeholder. The extension replaces **x** with the clicked star's value at runtime. If `rating_label` is set but does not contain **x**, the extension throws an error. Always verify the template includes **x** before publishing.

To configure the rating label, add page-level metadata with key **rating_label** and value *specificLabel_x*.

Here are some example rating label values:

- To produce `quiz_rating_5`, use value `quiz_rating_x`
- To produce `rated_5_out_of_5`, use value `rated_x_out_of_5`
- To produce `rating_1` through `rating_5`, use value `rating_x`



Step 4: Set Up the Star Buttons

For each star button, you need to configure three things: the button action, the rating metadata, and the button images.

Set the Button Action to Select

1. In the campaign editor, select the star button element.
2. In the left panel, open the **Button Settings** accordion.
3. Find the **Action** dropdown and change it to **Select**.
4. Repeat this for every star button. Each button gets a unique rating value.

Set the Rating Metadata

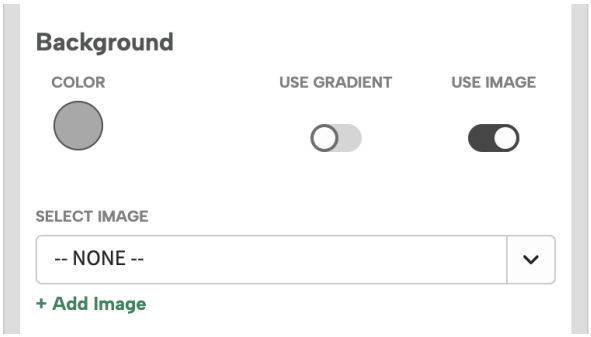
Add button-level metadata with key **rating** and a numeric value representing that button's score. The value must be an integer (for example, 1, 2, 3, 4, or 5).



Set the Button Background Images

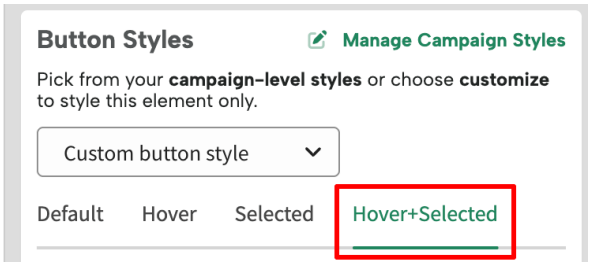
Navigate to the background section of the button settings.

To set the empty star image, turn on the **Use Image** toggle and add your desired image. Use the same background image for all star buttons.





To set the filled star image, change the **Button Styling** option to **Hover + Selected** and add your image.





Metadata Reference

Use the table below as a quick reference for all supported metadata keys.

Metadata Key	Level	Value	Description
`rating_field`	Page	e.g. custom_1	Required. The custom field that stores the selected rating score.
`rating_label`	Page	e.g. rating_x	Optional. Label template. Must contain x as a placeholder. Default: rating_x.
`rating`	Element (button)	integer (e.g. 1-5)	Required on each star button. The numeric score that button represents.

Hover Behavior and CSS Classes

The extension dynamically applies CSS classes to star buttons based on user interaction. You can use these classes in your campaign CSS to define the filled-star appearance.

- `{buttonId}_hover` — applied to all stars with a rating less than or equal to the hovered star. Removed when the user moves their cursor away.
- `{buttonId}_selected` — applied to all stars with a rating less than or equal to the clicked star. Persists after the click.

If you have any questions, send us an email at support@digioh.com and we will be glad to help.