

## Rate

Used for rating

### Basic usage

demo Rate divides rating scores into several levels and these levels can be distinguished by using different background colors. By default background colors are the same, but you can assign them an array with three element to reflect three levels using the `colors` attribute, and their two thresholds can be defined by `low-threshold` and `high-threshold`, or you can assign them with a object which key is the threshold between two levels and value is the corresponding color.

```
<div class="block">
  <span class="demonstration">Default</span>
  <el-rate v-model="value1"></el-rate>
</div>
<div class="block">
  <span class="demonstration">Color for different levels</span>
  <el-rate
    v-model="value2"
    :colors="colors">
  </el-rate>
</div>

<script>
  export default {
    data() {
      return {
        value1: null,
        value2: null,
        colors: ['#99A9BF', '#F7BA2A', '#FF9900'] // same as { 2: '#99A9BF', 4: {
value: '#F7BA2A', excluded: true }, 5: '#FF9900' }
      }
    }
  }
</script>
```

...

### With text

Using text to indicate rating score

demo Add attribute `show-text` to display text at the right of Rate. You can assign texts for different scores using `texts`. `texts` is an array whose length should be equal to the max score `max`.

```
<el-rate
  v-model="value"
  :texts="['oops', 'disappointed', 'normal', 'good', 'great']"
  show-text>
</el-rate>
```

```

<script>
  export default {
    data() {
      return {
        value: null
      }
    }
  }
</script>

```

...

## More icons

You can use different icons to distinguish different rate components.

demo You can customize icons by passing `icon-classes` an array with three elements or a object which key is the threshold between two levels and value is the corresponding icon class. In this example, we also use `void-icon-class` to set the icon if it is unselected.

```

<el-rate
  v-model="value"
  :icon-classes="iconClasses"
  void-icon-class="icon-rate-face-off"
  :colors="['#99A9BF', '#F7BA2A', '#FF9900']">
</el-rate>

<script>
  export default {
    data() {
      return {
        value: null,
        iconClasses: ['icon-rate-face-1', 'icon-rate-face-2', 'icon-rate-face-3'] //
        same as { 2: 'icon-rate-face-1', 4: { value: 'icon-rate-face-2', excluded: true },
        5: 'icon-rate-face-3' }
      }
    }
  }
</script>

```

...

## Read-only

Read-only Rate is for displaying rating score. Half star is supported.

demo Use attribute `disabled` to make the component read-only. Add `show-score` to display the rating score at the right side. Additionally, you can use attribute `score-template` to provide a score template. It must contain `{value}`, and `{value}` will be replaced with the rating score.

```

<el-rate
  v-model="value"
  disabled
  show-score
  text-color="#ff9900"
  score-template="{value} points">
</el-rate>

<script>
  export default {
    data() {
      return {
        value: 3.7
      }
    }
  }
</script>

```

...

## Attributes

Attribute	Description	Type	Accepted Values	Default
value / v-model	binding value	number	—	0
max	max rating score	number	—	5
disabled	whether Rate is read-only	boolean	—	false
allow-half	whether picking half start is allowed	boolean	—	false
low-threshold	threshold value between low and medium level. The value itself will be included in low level	number	—	2
high-threshold	threshold value between medium and high level. The value itself will be included in high level	number	—	4
colors	colors for icons. If array, it should have 3 elements, each of which corresponds with a score level, else if object, the key should be threshold value between two levels, and the value should be corresponding color	array/object	—	['#F7BA2A', '#F7BA2A', '#F7BA2A']
void-color	color of unselected icons	string	—	#C6D1DE
disabled-void-color	color of unselected read-only icons	string	—	#EFF2F7

icon-classes	class names of icons. If array, ot should have 3 elements, each of which corresponds with a score level, else if object, the key should be threshold value between two levels, and the value should be corresponding icon class	array/object	—	['el-icon-star-on', 'el-icon-star-on', 'el-icon-star-on']
void-icon-class	class name of unselected icons	string	—	el-icon-star-off
disabled-void-icon-class	class name of unselected read-only icons	string	—	el-icon-star-on
show-text	whether to display texts	boolean	—	false
show-score	whether to display current score. show-score and show-text cannot be true at the same time	boolean	—	false
text-color	color of texts	string	—	#1F2D3D
texts	text array	array	—	['极差', '失望', '一般', '满意', '惊喜']
score-template	score template	string	—	{value}

**Events**

Event Name	Description	Parameters
change	Triggers when rate value is changed	value after changing