**✅ Step-by-Step: How to Remove All Tap Logic Later**

**🔍 Step 1: Identify where taps are handled**

In most cases, this is only in your splash\_screen.dart. Look for:

dart

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GestureDetector(

onTap: \_handleTap,

...

)

And the method:

dart

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void \_handleTap() {

...

}

You may also have:

dart

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int \_tapCounter = 0;

**🔧 Step 2: Disable the behavior (non-destructive)**

If you want to **temporarily disable it without deleting**, do this:

**A. Remove or comment out the tap listener:**

dart

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// onTap: \_handleTap, // disabled in production

**B. Or inside \_handleTap(), short-circuit it:**

dart

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void \_handleTap() {

return; // tap logic disabled

}

**🧹 Step 3: Fully clean up (permanent removal)**

If you’re done with it for good:

**A. In splash\_screen.dart (or wherever it's used):**

* Delete this line from GestureDetector:

dart

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onTap: \_handleTap,

**B. Delete the \_handleTap() method entirely:**

dart

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void \_handleTap() {

// entire method — delete it

}

**C. Delete any supporting variables:**

dart

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int \_tapCounter = 0;

DateTime? \_lastTapTime;

**D. Optional: Clean up any comments like:**

// ⛔ Disable all tap tricks in release mode

**🗂️ What files to check**

| **File** | **What to look for** |
| --- | --- |
| splash\_screen.dart ✅ | Main tap handler logic |
| main.dart ❓ | Unlikely, but check for startup overrides |
| home\_page.dart ❓ | Only if you had hidden tap zones |
| Any dev/test screen | If you added alternate screens activated by taps |

**✅ Future-Proof Tip**

If you want to keep the code but ensure it never activates:

dart

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const bool enableTapShortcuts = false;

void \_handleTap() {

if (!enableTapShortcuts) return;

...

}

Then you can just toggle that flag at the top.