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Tip

Check out our [tutorial](#) to learn about building custom, dynamic menus with `st.page_link`.

st.page_link



Streamlit Version

Display a link to another page in a multipage app or to an external page.

If another page in a multipage app is specified, clicking `st.page_link` stops the current page execution and runs the specified page as if the user clicked on it in the sidebar navigation.

If an external page is specified, clicking `st.page_link` opens a new tab to the specified page. The current script run will continue if not complete.

Function signature[\[source\]](#)

`st.page_link(page, *, label=None, icon=None, help=None, disabled=False, use_container_width=None)`

Parameters

<p><code>page</code> (str, Path, or st.Page)</p>	<p>The file path (relative to the main script) or an <code>st.Page</code> indicating the page to switch to. Alternatively, this can be the URL to an external page (must start with "http://" or "https://").</p>
--	---

st.page_link(page, *, label=None, icon=None, help=None, disabled=False, use_container_width=None)

The label for the page link. Labels are required for external pages. The label can optionally contain GitHub-flavored Markdown of the following types: Bold, Italics, Strikethroughs, Inline Code, Links, and Images. Images display like icons, with a max height equal to the font height.

label (str) Unsupported Markdown elements are unwrapped so only their children (text contents) render. Display unsupported elements as literal characters by backslash-escaping them. E.g., "1\ . Not an ordered list".

See the `body` parameter of [st.markdown](#) for additional, supported Markdown directives.

An optional emoji or icon to display next to the button label. If `icon` is `None` (default), no icon is displayed. If `icon` is a string, the following options are valid:

icon (str or None)

- A single-character emoji. For example, you can set `icon="🍌"` or `icon="🔥"`. Emoji short codes are not supported.
- An icon from the Material Symbols library (rounded style) in the format `":material/icon_name:"` where "icon_name" is the name of the icon in snake case.

For example, `icon=":material/thumb_up:"` will display the Thumb Up icon. Find additional icons in the [Material Symbols](#) font library.

help (str) An optional tooltip that gets displayed when the link is hovered over.

disabled (bool) An optional boolean that disables the page link if set to `True`. The default is `False`.

use_container_width (bool) Whether to expand the link's width to fill its parent container. The default is `True` for page links in the sidebar and `False` for those in the main app.

Example

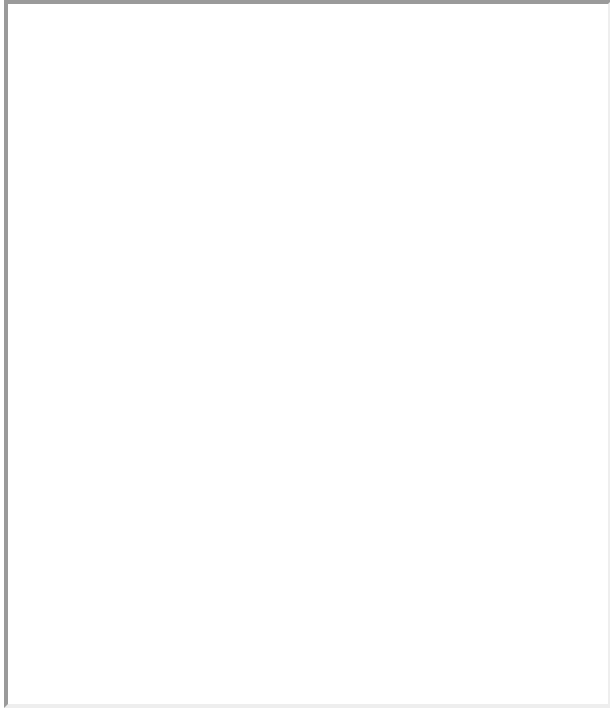
Consider the following example given this file structure:

```
your-repository/
├── pages/
│   ├── page_1.py
│   └── page_2.py
└── your_app.py
```

```
import streamlit as st
```

```
st.page_link("your_app.py", label="Home", icon="🏠")
st.page_link("pages/page_1.py", label="Page 1", icon="1")
st.page_link("pages/page_2.py", label="Page 2", icon="2", disabled=True)
st.page_link("http://www.google.com", label="Google", icon="🌐")
```

The default navigation is shown here for comparison, but you can hide the default navigation using the [client.showSidebarNavigation](#) configuration option. This allows you to create custom, dynamic navigation menus for your apps!



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forum

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