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# Disable onTap on TabBar on Flutter

Asked 3 years, 5 months ago · Active 1 year, 2 months ago · Viewed 12k times



I want to prevent the tab from moving even if I tap on TabBar.

9



1



```
TabBar(  
  controller: this._controller,  
  tabs: <Widget>[  
    new Tab(  
      text: "A",  
    ),  
    new Tab(  
      text: "B",  
    ),  
    new Tab(  
      text: "C",  
    ),  
  ],  
)
```

flutter

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asked Aug 18 '18 at 3:47



user8832804

Do want to disable the tab action? – [Ishan Fernando](#) Aug 18 '18 at 6:24

@IshanFernando yes. – user8832804 Aug 18 '18 at 6:36

## 7 Answers

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Just wrap the TabBar in an IgnorePointer.

16

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answered Nov 20 '18 at 17:51

[Ian Hickson](#)

6,924 ● 1 ● 22 ● 18

This should be the correct and easiest answer. – [Dat Tran](#) Dec 3 '21 at 21:03

I have a more elegant solution:

7

```
TabBar(
  onTap: (index){
    _controller.index = _controller.previousIndex;
  },
```

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answered Aug 13 '20 at 15:28



Rafael Gazani

79 ● 1 ● 1

Nope, this will move to the previous tab when you tap the current tab which is not what the OP wants.

– Dat Tran Dec 3 '21 at 20:57

If you're embedding the `TabBar` in the bottom of an `AppBar`, you'll need to implement `PreferredSizeWidget`. This is easily achieved:

4

```
class ReadOnlyTabBar extends StatelessWidget implements PreferredSizeWidget {
  final TabBar child;

  const ReadOnlyTabBar({Key key, @required this.child}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return IgnorePointer(child: child);
  }

  @override
  Size get preferredSize => this.child.preferredSize;
}
```

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answered Aug 5 '19 at 7:54



Rob Lyndon

11.2k ● 4 ● 42 ● 64

I think you have to add listener to tab click and then change the index to 0 again. In this we need to add controller and we can set index through that.

2

```
class TabBarDemoWidget extends State<TabBarDemo> with TickerProviderStateMixin{

  @override
  Widget build(BuildContext context) {
    int _tabIndex = 0;

    var tab = TabController(
      initialIndex: 0,
      length: 3,
      vsync: this
    );
```

```

void _handleTabSelection(){
  setState(() {
    tab.index = _tabIndex;
  });
}
tab.addListener(_handleTabSelection);

return DefaultTabController(
  length: 3,
  initialIndex: 0,
  child: TabBar(
    labelColor: Colors.teal,
    controller: tab,
    tabs: [

      GestureDetector(
        child: Tab(
          icon:
            Icon(
              Icons.directions_car)) ,
          onTap: (){
            _tabIndex = 0;
          },
        ),GestureDetector(
          child: Tab(
            icon: Icon(Icons.directions_car)) ,
            onTap: (){
              _tabIndex = 0;
            },
          ),GestureDetector(
            child: Tab(
              icon: Icon(Icons.directions_car)) ,
              onTap: (){
                _tabIndex = 0;
              },
            ),
          ],
        ),
      );
}
}

```

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answered Aug 18 '18 at 8:11

**Ishan Fernando**

2,408 ● 1 ● 26 ● 35

3 Thanks! I tried it. but, not working as expected. `GestureDetector` does not work `onTap` except on the icon. – user8832804 Aug 19 '18 at 9:56

I tested and it works. Can you explain which part is not work? – Ishan Fernando Aug 21 '18 at 10:50

sorry..., I has removed `addListener` . it works. but, maybe, `GestureDetector` not needed.

[gyazo.com/5e5b61036e009cb37ce20a4c41de4937](https://stackoverflow.com/questions/51905079/disable-ontapped-on-tabbar-on-flutter) – user8832804 Aug 21 '18 at 12:22

1 This isn't a good way to **handle** tabs. Wrap `IgnorePointer` over `TabBar` and it will prevent from updating the  
<https://stackoverflow.com/questions/51905079/disable-ontapped-on-tabbar-on-flutter>

...the best way to handle that? I tried using `onTap` but it didn't prevent from updating the state. – [vivek yadav](#) May 18 '20 at 11:13

`TabBar` has a function `onTap`, you can do as below to not change tabs on tap.

2

```
TabBar(  
  onTap: (index){  
    setState(() {  
      _tabController.index = 0;  
    });  
  },  
  controller: _tabController,  
)
```

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answered Aug 27 '19 at 9:58

[Jagrut Chaudhari](#)

29 ● 1 ● 3

@Rob Lyndon gave perfect answer.

1

This is another one like that only. But in this we are not creating one more class

```
Scaffold(  
  appBar: AppBar(  
    bottom: PreferredSize(  
      preferredSize:  
        Size.fromHeight(_kTextAndIconTabHeight + indicatorWeight),  
      child: IgnorePointer(  
        child: TabBar(  
        ),  
      ),  
    ),  
  ),  
);
```

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answered May 18 '20 at 11:11

[vivek yadav](#)

957 ● 10 ● 12

Pass a gesture detector to the tab that you want to disable. Set `onTap` as null to disable tap. Look at the example provided below!

0

```
TabBar(  
  tabs: [  
    Tab(child: Text("15")), //enabled  
    Tab(child: GestureDetector(child: Text("16"), onTap: null), //disabled  
  ],  
)
```

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answered Nov 12 '20 at 22:20

 **Ichigo Kurosaki**  
19 ● 1