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Disable on Tapped 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.







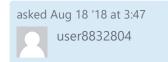




```
TabBar(
        controller: this._controller,
        tabs: <Widget>[
          new Tab(
            text: "A",
          new Tab(
            text: "B",
          new Tab(
            text: "C",
        ])
```

flutter

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answered Nov 20 '18 at 17:51

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





Just wrap the TabBar in an IgnorePointer.

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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:



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

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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:







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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I think you have to add listner 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: ∅,
        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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Thanks! I tried it. but, not working as expected. GestureDetector does not work on Tap 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. qyazo.com/5e5b61036e009cb37ce20a4c41de4937 – user8832804 Aug 21 '18 at 12:22

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

state. – vivek yadav May 18 '20 at 11:13 🖋



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

2

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@Rob Lyndon gave perfect answer.

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



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





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answered Nov 12 '20 at 22:20

