

- **children** (*Sequence(Layout)*) – A number of child layouts.
- **region** (*Region*) – A rectangular region to divide.

Return type

Iterable[Tuple[Layout, Region]]

get_tree_icon()

Get the icon (emoji) used in layout.tree

Return type

str

class rich.layout.Splitter

Base class for a splitter.

abstractmethod divide(*children, region*)

Divide a region amongst several child layouts.

Parameters

- **children** (*Sequence(Layout)*) – A number of child layouts.
- **region** (*Region*) – A rectangular region to divide.

Return type

Iterable[Tuple[Layout, Region]]

abstractmethod get_tree_icon()

Get the icon (emoji) used in layout.tree

Return type

str

23.11 rich.live

class rich.live.Live(*renderable=None, *, console=None, screen=False, auto_refresh=True, refresh_per_second=4, transient=False, redirect_stdout=True, redirect_stderr=True, vertical_overflow='ellipsis', get_renderable=None*)

Renders an auto-updating live display of any given renderable.

Parameters

- **renderable** (*RenderableType, optional*) – The renderable to live display. Defaults to displaying nothing.
- **console** (*Console, optional*) – Optional Console instance. Defaults to an internal Console instance writing to stdout.
- **screen** (*bool, optional*) – Enable alternate screen mode. Defaults to False.
- **auto_refresh** (*bool, optional*) – Enable auto refresh. If disabled, you will need to call *refresh()* or *update()* with refresh flag. Defaults to True
- **refresh_per_second** (*float, optional*) – Number of times per second to refresh the live display. Defaults to 4.
- **transient** (*bool, optional*) – Clear the renderable on exit (has no effect when *screen=True*). Defaults to False.
- **redirect_stdout** (*bool, optional*) – Enable redirection of stdout, so *print* may be used. Defaults to True.