- **region** (*Region, optional*) – Region of screen to update, or None for entire screen. Defaults to None.

- **x** (*int, optional*) – x offset. Defaults to 0.

- **y** (*int, optional*) – y offset. Defaults to 0.

- **options** ([ConsoleOptions](#) *| None*)

> **Raises**
> > **errors.NoAltScreen** – If the Console isn't in alt screen mode.
>
> **Return type**
> > None

update_screen_lines(*lines*, *x=0*, *y=0*)

> Update lines of the screen at a given offset.
>
> **Parameters**
>
> - **lines** (*List[List[*[Segment](#)*]]*) – Rendered lines (as produced by render_lines()).
>
> - **x** (*int, optional*) – x offset (column no). Defaults to 0.
>
> - **y** (*int, optional*) – y offset (column no). Defaults to 0.
>
> **Raises**
> > **errors.NoAltScreen** – If the Console isn't in alt screen mode.
>
> **Return type**
> > None

use_theme(*theme*, ***, *inherit=True*)

> Use a different theme for the duration of the context manager.
>
> **Parameters**
>
> - **theme** ([Theme](#)) – Theme instance to user.
>
> - **inherit** ([bool](#)*, optional*) – Inherit existing console styles. Defaults to True.
>
> **Returns**
> > [description]
>
> **Return type**
> > *[ThemeContext](#)*

property width: [int](#)

> Get the width of the console.
>
> **Returns**
> > The width (in characters) of the console.
>
> **Return type**
> > [int](#)

class rich.console.**ConsoleDimensions**(*width*, *height*)

> Size of the terminal.
>
> **Parameters**
>
> - **width** ([int](#))
>
> - **height** ([int](#))