

render_lines(*renderable*, *options=None*, *, *style=None*, *pad=True*, *new_lines=False*)

Render objects in to a list of lines.

The output of `render_lines` is useful when further formatting of rendered console text is required, such as the `Panel` class which draws a border around any renderable object.

Args:

renderable (`RenderableType`): Any object renderable in the console. *options* (`Optional[ConsoleOptions]`, optional): Console options, or `None` to use `self.options`. Default to `None`. *style* (`Style`, optional): Optional style to apply to renderables. Defaults to `None`. *pad* (`bool`, optional): Pad lines shorter than render width. Defaults to `True`. *new_lines* (`bool`, optional): Include “

“ characters at end of lines.

Returns:

`List[List[Segment]]`: A list of lines, where a line is a list of `Segment` objects.

Parameters

- **renderable** (`ConsoleRenderable` / `RichCast` / `str`)
- **options** (`ConsoleOptions` / `None`)
- **style** (`Style` / `None`)
- **pad** (`bool`)
- **new_lines** (`bool`)

Return type

`List[List[Segment]]`

render_str(*text*, *, *style=""*, *justify=None*, *overflow=None*, *emoji=None*, *markup=None*, *highlight=None*, *highlighter=None*)

Convert a string to a `Text` instance. This is called automatically if you print or log a string.

Parameters

- **text** (`str`) – Text to render.
- **style** (`Union[str, Style]`, optional) – Style to apply to rendered text.
- **justify** (`str`, optional) – Justify method: “default”, “left”, “center”, “full”, or “right”. Defaults to `None`.
- **overflow** (`str`, optional) – Overflow method: “crop”, “fold”, or “ellipsis”. Defaults to `None`.
- **emoji** (`Optional[bool]`, optional) – Enable emoji, or `None` to use Console default.
- **markup** (`Optional[bool]`, optional) – Enable markup, or `None` to use Console default.
- **highlight** (`Optional[bool]`, optional) – Enable highlighting, or `None` to use Console default.
- **highlighter** (`HighlighterType`, optional) – Optional highlighter to apply.

Returns

Renderable object.

Return type

`ConsoleRenderable`