

**property children:** `List[Layout]`

Gets (visible) layout children.

**get**(*name*)

Get a named layout, or None if it doesn't exist.

**Parameters**

**name** (*str*) – Name of layout.

**Returns**

Layout instance or None if no layout was found.

**Return type**

Optional[*Layout*]

**property map:** `Dict[Layout, LayoutRender]`

Get a map of the last render.

**refresh\_screen**(*console*, *layout\_name*)

Refresh a sub-layout.

**Parameters**

- **console** (*Console*) – Console instance where Layout is to be rendered.
- **layout\_name** (*str*) – Name of layout.

**Return type**

None

**render**(*console*, *options*)

Render the sub\_layouts.

**Parameters**

- **console** (*Console*) – Console instance.
- **options** (*ConsoleOptions*) – Console options.

**Returns**

A dict that maps Layout on to a tuple of Region, lines

**Return type**

RenderMap

**property renderable:** `ConsoleRenderable | RichCast | str`

Layout renderable.

**split**(\**layouts*, *splitter*='column')

Split the layout in to multiple sub-layouts.

**Parameters**

- **\*layouts** (*Layout*) – Positional arguments should be (sub) Layout instances.
- **splitter** (*Union[Splitter, str]*) – Splitter instance or name of splitter.

**Return type**

None

**split\_column**(\**layouts*)

Split the layout in to a column (layouts stacked on top of each other).