

Example

```
>>> print(Padding("Hello", (2, 4), style="on blue"))
```

Parameters

- **renderable** (*RenderableType*) – String or other renderable.
- **pad** (*Union[int, Tuple[int]]*) – Padding for top, right, bottom, and left borders. May be specified with 1, 2, or 4 integers (CSS style).
- **style** (*Union[str, Style]*, *optional*) – Style for padding characters. Defaults to “none”.
- **expand** (*bool*, *optional*) – Expand padding to fit available width. Defaults to True.

classmethod indent(*renderable*, *level*)

Make padding instance to render an indent.

Parameters

- **renderable** (*RenderableType*) – String or other renderable.
- **level** (*int*) – Number of characters to indent.

Returns

A Padding instance.

Return type

Padding

static unpack(*pad*)

Unpack padding specified in CSS style.

Parameters

pad (*int* | *Tuple[int]* | *Tuple[int, int]* | *Tuple[int, int, int, int]*)

Return type

Tuple[int, int, int, int]

23.17 rich.panel

```
class rich.panel.Panel(renderable, box=Box(...), *, title=None, title_align='center', subtitle=None,
                      subtitle_align='center', safe_box=None, expand=True, style='none',
                      border_style='none', width=None, height=None, padding=(0, 1), highlight=False)
```

A console renderable that draws a border around its contents.

Example

```
>>> console.print(Panel("Hello, World!"))
```

Parameters

- **renderable** (*RenderableType*) – A console renderable object.
- **box** (*Box*) – A Box instance that defines the look of the border (see [Box](#)). Defaults to `box.ROUNDED`.