

- **json** (*Optional[str]*) – A string containing JSON.
- **data** (*Any*) – If json is not supplied, then encode this data.
- **indent** (*Union[None, int, str], optional*) – Number of spaces to indent. Defaults to 2.
- **highlight** (*bool, optional*) – Enable highlighting of output: Defaults to True.
- **skip_keys** (*bool, optional*) – Skip keys not of a basic type. Defaults to False.
- **ensure_ascii** (*bool, optional*) – Escape all non-ascii characters. Defaults to False.
- **check_circular** (*bool, optional*) – Check for circular references. Defaults to True.
- **allow_nan** (*bool, optional*) – Allow NaN and Infinity values. Defaults to True.
- **default** (*Callable, optional*) – A callable that converts values that can not be encoded in to something that can be JSON encoded. Defaults to None.
- **sort_keys** (*bool, optional*) – Sort dictionary keys. Defaults to False.

Return type

None

push_render_hook(hook)

Add a new render hook to the stack.

Parameters

hook ([RenderHook](#)) – Render hook instance.

Return type

None

push_theme(theme, *, inherit=True)

Push a new theme on to the top of the stack, replacing the styles from the previous theme. Generally speaking, you should call [use_theme\(\)](#) to get a context manager, rather than calling this method directly.

Parameters

- **theme** ([Theme](#)) – A theme instance.
- **inherit** (*bool, optional*) – Inherit existing styles. Defaults to True.

Return type

None

render(renderable, options=None)

Render an object in to an iterable of *Segment* instances.

This method contains the logic for rendering objects with the console protocol. You are unlikely to need to use it directly, unless you are extending the library.

Parameters

- **renderable** (*RenderableType*) – An object supporting the console protocol, or an object that may be converted to a string.
- **options** (*ConsoleOptions, optional*) – An options object, or None to use self.options. Defaults to None.

Returns

An iterable of segments that may be rendered.

Return type

[Iterable\[Segment\]](#)