

## LIVE DISPLAY

Progress bars and status indicators use a *live* display to animate parts of the terminal. You can build custom live displays with the *Live* class.

For a demonstration of a live display, run the following command:

```
python -m rich.live
```

### Note

If you see ellipsis "...", this indicates that the terminal is not tall enough to show the full table.

## 20.1 Basic usage

To create a live display, construct a *Live* object with a renderable and use it as a context manager. The live display will persist for the duration of the context. You can update the renderable to update the display:

```
import time

from rich.live import Live
from rich.table import Table

table = Table()
table.add_column("Row ID")
table.add_column("Description")
table.add_column("Level")

with Live(table, refresh_per_second=4): # update 4 times a second to feel fluid
    for row in range(12):
        time.sleep(0.4) # arbitrary delay
        # update the renderable internally
        table.add_row(f"{row}", f"description {row}", "[red]ERROR")
```

## 20.2 Updating the renderable

You can also change the renderable on-the-fly by calling the *update()* method. This may be useful if the information you wish to display is too dynamic to generate by updating a single renderable. Here is an example: