

Other software (including the terminal itself, the shell, custom prompts, plugins, etc.) may also set the terminal window title. This could result in whatever value you write using this method being overwritten.

#### Parameters

- **title** (*str*) – The new title of the terminal window.

#### Returns

**True if the control code to change the terminal title was**

written, otherwise False. Note that a return value of True does not guarantee that the window title has actually changed, since the feature may be unsupported/disabled in some terminals.

#### Return type

*bool*

**show\_cursor**(*show=True*)

Show or hide the cursor.

#### Parameters

- **show** (*bool*, *optional*) – Set visibility of the cursor.

#### Return type

*bool*

**property size:** *ConsoleDimensions*

Get the size of the console.

#### Returns

A named tuple containing the dimensions.

#### Return type

*ConsoleDimensions*

**status**(*status*, \*, *spinner='dots'*, *spinner\_style='status.spinner'*, *speed=1.0*, *refresh\_per\_second=12.5*)

Display a status and spinner.

#### Parameters

- **status** (*RenderableType*) – A status renderable (str or Text typically).
- **spinner** (*str*, *optional*) – Name of spinner animation (see python -m rich.spinner). Defaults to “dots”.
- **spinner\_style** (*StyleType*, *optional*) – Style of spinner. Defaults to “status.spinner”.
- **speed** (*float*, *optional*) – Speed factor for spinner animation. Defaults to 1.0.
- **refresh\_per\_second** (*float*, *optional*) – Number of refreshes per second. Defaults to 12.5.

#### Returns

A Status object that may be used as a context manager.

#### Return type

*Status*

**update\_screen**(*renderable*, \*, *region=None*, *options=None*)

Update the screen at a given offset.

#### Parameters

- **renderable** (*RenderableType*) – A Rich renderable.