

render_lines(*renderable*, *options=None*, **style=None*, *pad=True*, *new_lines=False*)

Render objects in to a list of lines.

The output of `render_lines` is useful when further formatting of rendered console text is required, such as the `Panel` class which draws a border around any renderable object.

Args:

`renderable` (`RenderableType`): Any object renderable in the console. `options` (`Optional[ConsoleOptions]`, optional): Console options, or `None` to use `self.options`. Default to `None`. `style` (`Style`, optional): Optional style to apply to renderables. Defaults to `None`. `pad` (`bool`, optional): Pad lines shorter than render width. Defaults to `True`. `new_lines` (`bool`, optional): Include “

“ characters at end of lines.

Returns:

`List[List[Segment]]`: A list of lines, where a line is a list of `Segment` objects.

Parameters

- `renderable` (`ConsoleRenderable` / `RichCast` / `str`)
- `options` (`ConsoleOptions` / `None`)
- `style` (`Style` / `None`)
- `pad` (`bool`)
- `new_lines` (`bool`)

Return type

`List[List[Segment]]`

render_str(*text*, **style=''*, *justify=None*, *overflow=None*, *emoji=None*, *markup=None*, *highlight=None*, *highlighter=None*)

Convert a string to a `Text` instance. This is called automatically if you print or log a string.

Parameters

- `text` (`str`) – Text to render.
- `style` (`Union[str, Style]`, optional) – Style to apply to rendered text.
- `justify` (`str`, optional) – Justify method: “default”, “left”, “center”, “full”, or “right”. Defaults to `None`.
- `overflow` (`str`, optional) – Overflow method: “crop”, “fold”, or “ellipsis”. Defaults to `None`.
- `emoji` (`Optional[bool]`, optional) – Enable emoji, or `None` to use Console default.
- `markup` (`Optional[bool]`, optional) – Enable markup, or `None` to use Console default.
- `highlight` (`Optional[bool]`, optional) – Enable highlighting, or `None` to use Console default.
- `highlighter` (`HighlighterType`, optional) – Optional highlighter to apply.

Returns

Renderable object.

Return type

`ConsoleRenderable`