

- **locals\_hide\_sunder** (`bool`, *optional*) – Hide locals prefixed with single underscore. Defaults to False.
- **indent\_guides** (`bool`, *optional*) – Enable indent guides in code and locals. Defaults to True.
- **suppress** (`Sequence[Union[str, ModuleType]]`) – Optional sequence of modules or paths to exclude from traceback.
- **max\_frames** (`int`)

**Returns**

The previous exception handler that was replaced.

**Return type**

Callable

## 23.34 rich.tree

```
class rich.tree.Tree(label, *, style='tree', guide_style='tree.line', expanded=True, highlight=False,
                     hide_root=False)
```

A renderable for a tree structure.

**ASCII\_GUIDES**

Guide lines used when Console.ascii\_only is True.

**Type**

GuideType

**TREE\_GUIDES**

Default guide lines.

**Type**

List[GuideType, GuideType, GuideType]

**Parameters**

- **label** (`RenderableType`) – The renderable or str for the tree label.
- **style** (`StyleType`, *optional*) – Style of this tree. Defaults to “tree”.
- **guide\_style** (`StyleType`, *optional*) – Style of the guide lines. Defaults to “tree.line”.
- **expanded** (`bool`, *optional*) – Also display children. Defaults to True.
- **highlight** (`bool`, *optional*) – Highlight renderable (if str). Defaults to False.
- **hide\_root** (`bool`, *optional*) – Hide the root node. Defaults to False.

```
add(label, *, style=None, guide_style=None, expanded=True, highlight=False)
```

Add a child tree.

**Parameters**

- **label** (`RenderableType`) – The renderable or str for the tree label.
- **style** (`StyleType`, *optional*) – Style of this tree. Defaults to “tree”.
- **guide\_style** (`StyleType`, *optional*) – Style of the guide lines. Defaults to “tree.line”.
- **expanded** (`bool`, *optional*) – Also display children. Defaults to True.