

- **styles** (*bool*, *optional*) – If True, ansi style codes will be included. False for plain text. Defaults to False.

Return type

None

screen(*hide_cursor=True*, *style=None*)

Context manager to enable and disable ‘alternative screen’ mode.

Parameters

- **hide_cursor** (*bool*, *optional*) – Also hide the cursor. Defaults to False.
- **style** (*Style*, *optional*) – Optional style for screen. Defaults to None.

Returns

Context which enables alternate screen on enter, and disables it on exit.

Return type

~ScreenContext

set_alt_screen(*enable=True*)

Enables alternative screen mode.

Note, if you enable this mode, you should ensure that is disabled before the application exits. See `screen()` for a context manager that handles this for you.

Parameters

enable (*bool*, *optional*) – Enable (True) or disable (False) alternate screen. Defaults to True.

Returns

True if the control codes were written.

Return type*bool***set_live**(*live*)

Set Live instance. Used by Live context manager (no need to call directly).

Parameters

live (*Live*) – Live instance using this Console.

Returns

Boolean that indicates if the live is the topmost of the stack.

Raises

errors.LiveError – If this Console has a Live context currently active.

Return type*bool***set_window_title**(*title*)

Set the title of the console terminal window.

Warning: There is no means within Rich of “resetting” the window title to its previous value, meaning the title you set will persist even after your application exits.

`fish` shell resets the window title before and after each command by default, negating this issue. Windows Terminal and command prompt will also reset the title for you. Most other shells and terminals, however, do not do this.

Some terminals may require configuration changes before you can set the title. Some terminals may not support setting the title at all.