height: `int`

The height of the console in lines.

width: `int`

The width of the console in 'cells'.

class rich.console.**ConsoleOptions**(*size*, *legacy_windows*, *min_width*, *max_width*, *is_terminal*, *encoding*, *max_height*, *justify=None*, *overflow=None*, *no_wrap=False*, *highlight=None*, *markup=None*, *height=None*)

Options for __rich_console__ method.

> **Parameters**
>
> - **size** (`ConsoleDimensions`)
> - **legacy_windows** (*bool*)
> - **min_width** (*int*)
> - **max_width** (*int*)
> - **is_terminal** (*bool*)
> - **encoding** (*str*)
> - **max_height** (*int*)
> - **justify** (*Literal['default', 'left', 'center', 'right', 'full'] | None*)
> - **overflow** (*Literal['fold', 'crop', 'ellipsis', 'ignore'] | None*)
> - **no_wrap** (*bool | None*)
> - **highlight** (*bool | None*)
> - **markup** (*bool | None*)
> - **height** (*int | None*)

property ascii_only: `bool`

Check if renderables should use ascii only.

copy()

Return a copy of the options.

> **Returns**
> a copy of self.
>
> **Return type**
> *ConsoleOptions*

encoding: `str`

Encoding of terminal.

highlight: `bool | None` = None

Highlight override for render_str.

is_terminal: `bool`

True if the target is a terminal, otherwise False.

justify: `Literal['default', 'left', 'center', 'right', 'full'] | None` = None

Justify value override for renderable.