

- **children** (`Sequence[Layout]`) – A number of child layouts.
- **region** (`Region`) – A rectangular region to divide.

Return type`Iterable[Tuple[Layout, Region]]`**get_tree_icon()**

Get the icon (emoji) used in layout.tree

Return type`str`**class rich.layout.Splitter**

Base class for a splitter.

abstractmethod divide(children, region)

Divide a region amongst several child layouts.

Parameters

- **children** (`Sequence[Layout]`) – A number of child layouts.
- **region** (`Region`) – A rectangular region to divide.

Return type`Iterable[Tuple[Layout, Region]]`**abstractmethod get_tree_icon()**

Get the icon (emoji) used in layout.tree

Return type`str`

23.11 rich.live

```
class rich.live.Live(renderable=None, *, console=None, screen=False, auto_refresh=True,
refresh_per_second=4, transient=False, redirect_stdout=True, redirect_stderr=True,
vertical_overflow='ellipsis', get_renderable=None)
```

Renders an auto-updating live display of any given renderable.

Parameters

- **renderable** (`RenderableType, optional`) – The renderable to live display. Defaults to displaying nothing.
- **console** (`Console, optional`) – Optional Console instance. Defaults to an internal Console instance writing to stdout.
- **screen** (`bool, optional`) – Enable alternate screen mode. Defaults to False.
- **auto_refresh** (`bool, optional`) – Enable auto refresh. If disabled, you will need to call `refresh()` or `update()` with refresh flag. Defaults to True
- **refresh_per_second** (`float, optional`) – Number of times per second to refresh the live display. Defaults to 4.
- **transient** (`bool, optional`) – Clear the renderable on exit (has no effect when screen=True). Defaults to False.
- **redirect_stdout** (`bool, optional`) – Enable redirection of stdout, so `print` may be used. Defaults to True.