- **style** (*str* | Style | *None*) – (Style, optional): Replacement style, or None for no change. Defaults to None.

- **renderables** (ConsoleRenderable | RichCast | *str*)

> **Return type**
> None

class rich.console.**ScreenUpdate**(*lines*, *x*, *y*)

Render a list of lines at a given offset.

> **Parameters**
>
> - **lines** (*List[List[Segment]]*)
>
> - **x** (*int*)
>
> - **y** (*int*)

class rich.console.**ThemeContext**(*console*, *theme*, *inherit=True*)

A context manager to use a temporary theme. See *use_theme()* for usage.

> **Parameters**
>
> - **console** (Console)
>
> - **theme** (Theme)
>
> - **inherit** (*bool*)

rich.console.**detect_legacy_windows**()

Detect legacy Windows.

> **Return type**
> bool

rich.console.**group**(*fit=True*)

A decorator that turns an iterable of renderables in to a group.

> **Parameters**
> **fit** (*bool, optional*) – Fit dimension of group to contents, or fill available space. Defaults to True.
>
> **Return type**
> *Callable*[[...], *Callable*[[...], Group]]

23.6 rich.emoji

class rich.emoji.**Emoji**(*name*, *style='none'*, *variant=None*)

> **Parameters**
>
> - **name** (*str*)
>
> - **style** (*str* | Style)
>
> - **variant** (*Literal['emoji', 'text']* | *None*)

classmethod **replace**(*text*)

Replace emoji markup with corresponding unicode characters.

> **Parameters**
> **text** (*str*) – A string with emojis codes, e.g. "Hello :smiley:!"