- **redirect_stderr** (`bool, optional`) – Enable redirection of stderr. Defaults to True.

- **vertical_overflow** (`VerticalOverflowMethod, optional`) – How to handle renderable when it is too tall for the console. Defaults to "ellipsis".

- **get_renderable** (`Callable[[], RenderableType], optional`) – Optional callable to get renderable. Defaults to None.

property is_started: `bool`

> Check if live display has been started.

process_renderables(*renderables*)

> Process renderables to restore cursor and display progress.
>
> > **Parameters**
> > **renderables** (`List[ConsoleRenderable]`)
> >
> > **Return type**
> > *List*[ConsoleRenderable]

refresh()

> Update the display of the Live Render.
>
> > **Return type**
> > None

property renderable: [`ConsoleRenderable`](#) | [`RichCast`](#) | `str`

> Get the renderable that is being displayed
>
> > **Returns**
> > Displayed renderable.
> >
> > **Return type**
> > RenderableType

start(*refresh=False*)

> Start live rendering display.
>
> > **Parameters**
> > **refresh** (`bool, optional`) – Also refresh. Defaults to False.
> >
> > **Return type**
> > None

stop()

> Stop live rendering display.
>
> > **Return type**
> > None

update(*renderable*, ***, *refresh=False*)

> Update the renderable that is being displayed
>
> > **Parameters**
> >
> > - **renderable** (`RenderableType`) – New renderable to use.
> >
> > - **refresh** (`bool, optional`) – Refresh the display. Defaults to False.
> >
> > **Return type**
> > None