

- **tracebacks\_show\_locals** (*bool*, *optional*) – Enable display of locals in tracebacks. Defaults to False.
- **tracebacks\_suppress** (*Sequence[Union[[str](#), *ModuleType*]]*) – Optional sequence of modules or paths to exclude from traceback.
- **tracebacks\_max\_frames** (*int*, *optional*) – Optional maximum number of frames returned by traceback.
- **locals\_max\_length** (*int*, *optional*) – Maximum length of containers before abbreviating, or None for no abbreviation. Defaults to 10.
- **locals\_max\_string** (*int*, *optional*) – Maximum length of string before truncating, or None to disable. Defaults to 80.
- **log\_time\_format** (*Union[[str](#), *TimeFormatterCallable*]*, *optional*) – If `log_time` is enabled, either string for `strftime` or callable that formats the time. Defaults to “[%X %X]”.
- **keywords** (*List[[str](#)]*, *optional*) – List of words to highlight instead of `RichHandler`. KEYWORDS.

**HIGHLIGHTER\_CLASS**

alias of [ReprHighlighter](#)

**emit**(*record*)

Invoked by logging.

**Parameters**

**record** (*LogRecord*)

**Return type**

None

**get\_level\_text**(*record*)

Get the level name from the record.

**Parameters**

**record** (*LogRecord*) – LogRecord instance.

**Returns**

A tuple of the style and level name.

**Return type**

[Text](#)

**render**(*\*, record, traceback, message\_renderable*)

Render log for display.

**Parameters**

- **record** (*LogRecord*) – logging Record.
- **traceback** (*Optional[[Traceback](#)]*) – Traceback instance or None for no Traceback.
- **message\_renderable** (*[ConsoleRenderable](#)*) – Renderable (typically [Text](#)) containing log message contents.

**Returns**

Renderable to display log.

**Return type**

[ConsoleRenderable](#)