

```
import random
import time

from rich.live import Live
from rich.table import Table

def generate_table() -> Table:
    """Make a new table."""
    table = Table()
    table.add_column("ID")
    table.add_column("Value")
    table.add_column("Status")

    for row in range(random.randint(2, 6)):
        value = random.random() * 100
        table.add_row(
            f"{row}", f"{value:3.2f}", "[red]ERROR" if value < 50 else "[green]SUCCESS"
        )
    return table

with Live(generate_table(), refresh_per_second=4) as live:
    for _ in range(40):
        time.sleep(0.4)
        live.update(generate_table())
```

20.3 Alternate screen

You can opt to show a Live display in the “alternate screen” by setting `screen=True` on the constructor. This will allow your live display to go full screen and restore the command prompt on exit.

You can use this feature in combination with *Layout* to display sophisticated terminal “applications”.

20.4 Transient display

Normally when you exit live context manager (or call `stop()`) the last refreshed item remains in the terminal with the cursor on the following line. You can also make the live display disappear on exit by setting `transient=True` on the Live constructor.

20.5 Auto refresh

By default, the live display will refresh 4 times a second. You can set the refresh rate with the `refresh_per_second` argument on the *Live* constructor. You should set this to something lower than 4 if you know your updates will not be that frequent or higher for a smoother feeling.

You might want to disable auto-refresh entirely if your updates are not very frequent, which you can do by setting `auto_refresh=False` on the constructor. If you disable auto-refresh you will need to call `refresh()` manually or `update()` with `refresh=True`.