

normalize()

Get measurement that ensures that minimum \leq maximum and minimum ≥ 0

Returns

A normalized measurement.

Return type

Measurement

property span: `int`

Get difference between maximum and minimum.

with_maximum(*width*)

Get a `RenderableWith` where the widths are \leq width.

Parameters

width (*int*) – Maximum desired width.

Returns

New `Measurement` object.

Return type

Measurement

with_minimum(*width*)

Get a `RenderableWith` where the widths are \geq width.

Parameters

width (*int*) – Minimum desired width.

Returns

New `Measurement` object.

Return type

Measurement

rich.measure.measure_renderables(*console*, *options*, *renderables*)

Get a measurement that would fit a number of renderables.

Parameters

- **console** (*Console*) – Console instance.
- **options** (*ConsoleOptions*) – Console options.
- **renderables** (*Iterable[RenderableType]*) – One or more renderable objects.

Returns

Measurement object containing range of character widths required to contain all given renderables.

Return type

Measurement

23.16 rich.padding

class rich.padding.Padding(*renderable*, *pad*=(0, 0, 0, 0), *, *style*='none', *expand*=True)

Draw space around content.