Return type
Color

property system: *ColorSystem*

Get the native color system for this color.

triplet: ColorTriplet | None

A triplet of color components, if an RGB color.

type: *ColorType*

The type of the color.

exception rich.color.**ColorParseError**

The color could not be parsed.

class rich.color.**ColorSystem**(**values*)

One of the 3 color system supported by terminals.

class rich.color.**ColorType**(**values*)

Type of color stored in Color class.

rich.color.**blend_rgb**(*color1*, *color2*, *cross_fade=0.5*)

Blend one RGB color in to another.

Parameters

- **color1** (*ColorTriplet*)
- **color2** (*ColorTriplet*)
- **cross_fade** (*float*)

Return type
ColorTriplet

rich.color.**parse_rgb_hex**(*hex_color*)

Parse six hex characters in to RGB triplet.

Parameters
hex_color (*str*)

Return type
ColorTriplet

23.4 rich.columns

class rich.columns.**Columns**(*renderables=None*, *padding=(0, 1)*, ***, *width=None*, *expand=False*, *equal=False*, *column_first=False*, *right_to_left=False*, *align=None*, *title=None*)

Display renderables in neat columns.

Parameters

- **renderables** (*Iterable[RenderableType]*) – Any number of Rich renderables (including str).
- **width** (*int, optional*) – The desired width of the columns, or None to auto detect. Defaults to None.
- **padding** (*PaddingDimensions, optional*) – Optional padding around cells. Defaults to (0, 1).