legacy_windows: `bool`

> flag for legacy windows.
>
> > **Type**
> >
> > > legacy_windows

markup: `bool | None = None`

> Enable markup when rendering strings.

max_height: `int`

> Height of container (starts as terminal)

max_width: `int`

> Maximum width of renderable.

min_width: `int`

> Minimum width of renderable.

no_wrap: `bool | None = False`

> Disable wrapping for text.

overflow: `Literal['fold', 'crop', 'ellipsis', 'ignore'] | None = None`

> Overflow value override for renderable.

reset_height()

> Return a copy of the options with height set to `None`.
>
> > **Returns**
> >
> > > New console options instance.
> >
> > **Return type**
> >
> > > ~ConsoleOptions

size: *`ConsoleDimensions`*

> Size of console.

update(**, width=<rich.console.NoChange object>, min_width=<rich.console.NoChange object>, max_width=<rich.console.NoChange object>, justify=<rich.console.NoChange object>, overflow=<rich.console.NoChange object>, no_wrap=<rich.console.NoChange object>, highlight=<rich.console.NoChange object>, markup=<rich.console.NoChange object>, height=<rich.console.NoChange object>*)

> Update values, return a copy.
>
> > **Parameters**
> >
> > > - **width** (*int | NoChange*)
> > > - **min_width** (*int | NoChange*)
> > > - **max_width** (*int | NoChange*)
> > > - **justify** (*Literal['default', 'left', 'center', 'right', 'full'] | None | ~rich.console.NoChange*)
> > > - **overflow** (*Literal['fold', 'crop', 'ellipsis', 'ignore'] | None | ~rich.console.NoChange*)
> > > - **no_wrap** (*bool | None | NoChange*)
> > > - **highlight** (*bool | None | NoChange*)
> > > - **markup** (*bool | None | NoChange*)