- **default** – A callable that converts values that can not be encoded in to something that can be JSON encoded. Defaults to None.

- **sort_keys** (`bool, optional`) – Sort dictionary keys. Defaults to False.

Returns

New JSON object from the given data.

Return type

JSON

23.10 rich.layout

class rich.layout.**ColumnSplitter**

Split a layout region in to columns.

divide(*children*, *region*)

Divide a region amongst several child layouts.

Parameters

- **children** (`Sequence(`*Layout*`)`) – A number of child layouts.

- **region** (`Region`) – A rectangular region to divide.

Return type

Iterable[*Tuple*[Layout, *Region*]]

get_tree_icon()

Get the icon (emoji) used in layout.tree

Return type

str

class rich.layout.**Layout**(*renderable=None*, *, *name=None*, *size=None*, *minimum_size=1*, *ratio=1*, *visible=True*)

A renderable to divide a fixed height in to rows or columns.

Parameters

- **renderable** (`RenderableType, optional`) – Renderable content, or None for place-holder. Defaults to None.

- **name** (`str, optional`) – Optional identifier for Layout. Defaults to None.

- **size** (`int, optional`) – Optional fixed size of layout. Defaults to None.

- **minimum_size** (`int, optional`) – Minimum size of layout. Defaults to 1.

- **ratio** (`int, optional`) – Optional ratio for flexible layout. Defaults to 1.

- **visible** (`bool, optional`) – Visibility of layout. Defaults to True.

add_split(**layouts*)

Add a new layout(s) to existing split.

Parameters

*layouts (`Union[`*Layout*`, `*RenderableType*`]`) – Positional arguments should be render-ables or (sub) Layout instances.

Return type

None