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# st.popover



Streamlit Version  ▼

Insert a popover container.

Inserts a multi-element container as a popover. It consists of a button-like element and a container that opens when the button is clicked.

Opening and closing the popover will not trigger a rerun. Interacting with widgets inside of an open popover will rerun the app while keeping the popover open. Clicking outside of the popover will close it.

To add elements to the returned container, you can use the "with" notation (preferred) or just call methods directly on the returned object. See examples below.

Warning

You may not put a popover inside another popover.

Function signature[\[source\]](#)

**st.popover(label, \*, help=None, icon=None, disabled=False, use\_container\_width=False)**

Parameters

The label of the button that opens the popover container. The label can optionally contain GitHub-flavored Markdown of the following types: Bold, Italics, Strikethroughs, Inline Code, Links, and Images. Images display like icons, with a max height equal to the font height.

label (str)      Unsupported Markdown elements are unwrapped so only their children (text contents) render. Display unsupported elements as literal characters by backslash-escaping them. E.g., "1\ . Not an ordered list".

See the body parameter of [st.markdown](#) for additional, supported Markdown directives.

help (str)      An optional tooltip that gets displayed when the popover button is hovered over.

An optional emoji or icon to display next to the button label. If icon is None (default), no icon is displayed. If icon is a string, the following options are valid:

icon (str)      

- A single-character emoji. For example, you can set icon="👍" or icon="🔥". Emoji short codes are not supported.
- An icon from the Material Symbols library (rounded style) in the format ":material/icon\_name:" where "icon\_name" is the name of the icon in snake case.

For example, icon=":material/thumb\_up:" will display the Thumb Up icon. Find additional icons in the [Material Symbols](#) font library.

disabled (bool)      An optional boolean that disables the popover button if set to True. The default is False.

Whether to expand the button's width to fill its parent container. If use\_container\_width is False (default), Streamlit sizes the button to fit its contents. If use\_container\_width is True, the width of the button matches its parent container.

use\_container\_width (bool)      In both cases, if the contents of the button are wider than the parent container, the contents will line wrap.

The popover container's minimum width matches the width of its button. The popover container may be wider than its button to fit the container's contents.

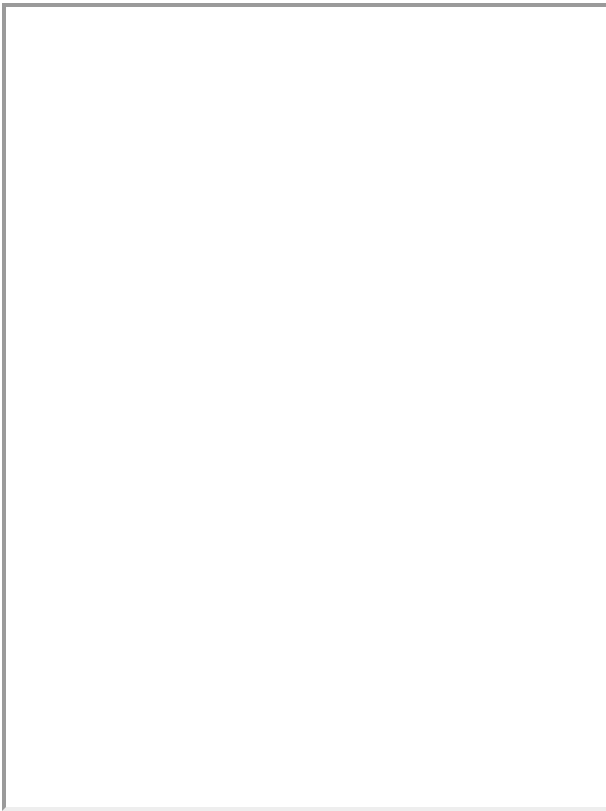
Examples

You can use the `with` notation to insert any element into a popover:

```
import streamlit as st

with st.popover("Open popover"):
    st.markdown("Hello World 🙌")
    name = st.text_input("What's your name?")

st.write("Your name:", name)
```



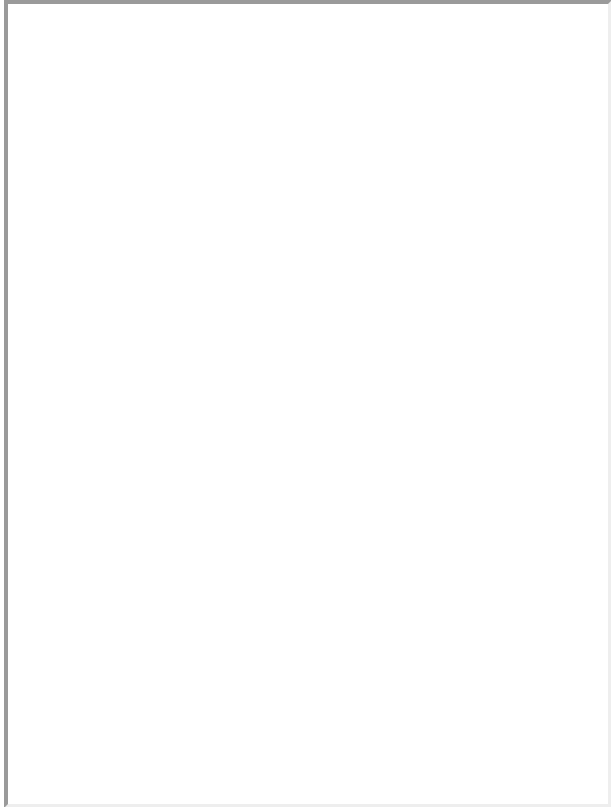
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Or you can just call methods directly on the returned objects:

```
import streamlit as st

popover = st.popover("Filter items")
red = popover.checkbox("Show red items.", True)
blue = popover.checkbox("Show blue items.", True)

if red:
    st.write(":red[This is a red item.]")
if blue:
    st.write(":blue[This is a blue item.]")
```



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