

- **end** (*float*) – End point (between 0 and size, inclusive).
- **width** (*int*, *optional*) – Width of the bar, or `None` for maximum width. Defaults to `None`.
- **color** (*Union[Color, str]*, *optional*) – Color of the bar. Defaults to “default”.
- **bcolor** (*Union[Color, str]*, *optional*) – Color of bar background. Defaults to “default”.

## 23.3 rich.color

`class rich.color.Color(name, type, number=None, triplet=None)`

Terminal color definition.

### Parameters

- **name** (*str*)
- **type** (*ColorType*)
- **number** (*int* / `None`)
- **triplet** (*ColorTriplet* / `None`)

`classmethod default()`

Get a `Color` instance representing the default color.

### Returns

Default color.

### Return type

*Color*

`downgrade(system)`

Downgrade a color system to a system with fewer colors.

### Parameters

`system` (*ColorSystem*)

### Return type

*Color*

`classmethod from_ansi(number)`

Create a `Color` number from it’s 8-bit ansi number.

### Parameters

`number` (*int*) – A number between 0-255 inclusive.

### Returns

A new `Color` instance.

### Return type

*Color*

`classmethod from_rgb(red, green, blue)`

Create a truecolor from three color components in the range(0->255).

### Parameters

- **red** (*float*) – Red component in range 0-255.
- **green** (*float*) – Green component in range 0-255.