- **speed_estimate_period** (*float*) – (float, optional): Period (in seconds) used to calculate the speed estimate. Defaults to 30.

- **transient** (*bool*) – (bool, optional): Clear the progress on exit. Defaults to False.

- **redirect_stdout** (*bool*) – (bool, optional): Enable redirection of stdout, so `print` may be used. Defaults to True.

- **redirect_stderr** (*bool*) – (bool, optional): Enable redirection of stderr. Defaults to True.

- **get_time** (*Optional[GetTimeCallable]*) – (Callable, optional): A callable that gets the current time, or None to use Console.get_time. Defaults to None.

- **disable** (*bool, optional*) – Disable progress display. Defaults to False

- **expand** (*bool, optional*) – Expand tasks table to fit width. Defaults to False.

- **columns** (*Union[str, ProgressColumn]*)

add_task(*description*, *start=True*, *total=100.0*, *completed=0*, *visible=True*, ***fields*)

  Add a new 'task' to the Progress display.

  Parameters

  - **description** (*str*) – A description of the task.

  - **start** (*bool, optional*) – Start the task immediately (to calculate elapsed time). If set to False, you will need to call *start* manually. Defaults to True.

  - **total** (*float, optional*) – Number of total steps in the progress if known. Set to None to render a pulsing animation. Defaults to 100.

  - **completed** (*int, optional*) – Number of steps completed so far. Defaults to 0.

  - **visible** (*bool, optional*) – Enable display of the task. Defaults to True.

  - ****fields** (*str*) – Additional data fields required for rendering.

  Returns

  An ID you can use when calling *update*.

  Return type

  TaskID

advance(*task_id*, *advance=1*)

  Advance task by a number of steps.

  Parameters

  - **task_id** (*TaskID*) – ID of task.

  - **advance** (*float*) – Number of steps to advance. Default is 1.

  Return type

  None

property finished: bool

  Check if all tasks have been completed.

classmethod get_default_columns()

  Get the default columns used for a new Progress instance:

  - a text column for the description (TextColumn)

  - the bar itself (BarColumn)