render(*time*)

>   Render the spinner for a given time.

>   >   **Parameters**
>   >   >   **time** (`float`) – Time in seconds.

>   >   **Returns**
>   >   >   A renderable containing animation frame.

>   >   **Return type**
>   >   >   RenderableType

update(***, *text=''*, *style=None*, *speed=None*)

>   Updates attributes of a spinner after it has been started.

>   >   **Parameters**

>   >   -   **text** (`RenderableType, optional`) – A renderable to display at the right of the spinner (str or Text typically). Defaults to "".

>   >   -   **style** (`StyleType, optional`) – Style for spinner animation. Defaults to None.

>   >   -   **speed** (`float, optional`) – Speed factor for animation. Defaults to None.

>   >   **Return type**
>   >   >   None

23.26 rich.status

class rich.status.**Status**(*status*, ***, *console=None*, *spinner='dots'*, *spinner_style='status.spinner'*, *speed=1.0*, *refresh_per_second=12.5*)

>   Displays a status indicator with a 'spinner' animation.

>   >   **Parameters**

>   >   -   **status** (`RenderableType`) – A status renderable (str or Text typically).

>   >   -   **console** (`Console, optional`) – Console instance to use, or None for global console. Defaults to None.

>   >   -   **spinner** (`str, optional`) – Name of spinner animation (see python -m rich.spinner). Defaults to "dots".

>   >   -   **spinner_style** (`StyleType, optional`) – Style of spinner. Defaults to "status.spinner".

>   >   -   **speed** (`float, optional`) – Speed factor for spinner animation. Defaults to 1.0.

>   >   -   **refresh_per_second** (`float, optional`) – Number of refreshes per second. Defaults to 12.5.

property console: *Console*

>   Get the Console used by the Status objects.

start()

>   Start the status animation.

>   >   **Return type**
>   >   >   None