

- **max_string** (*int*, *optional*) – Maximum length of string before truncating, or None to disable truncating. Defaults to None.
- **max_depth** (*int*, *optional*) – Maximum depth of nested data structure, or None for no depth. Defaults to None.
- **expand_all** (*bool*, *optional*) – Expand all containers regardless of available width. Defaults to False.

Returns

A possibly multi-line representation of the object.

Return type

str

`rich.pretty.traverse(_object, max_length=None, max_string=None, max_depth=None)`

Traverse object and generate a tree.

Parameters

- **_object** (*Any*) – Object to be traversed.
- **max_length** (*int*, *optional*) – Maximum length of containers before abbreviating, or None for no abbreviation. Defaults to None.
- **max_string** (*int*, *optional*) – Maximum length of string before truncating, or None to disable truncating. Defaults to None.
- **max_depth** (*int*, *optional*) – Maximum depth of data structures, or None for no maximum. Defaults to None.

Returns

The root of a tree structure which can be used to render a pretty repr.

Return type

Node

23.19 rich.progress_bar

```
class rich.progress_bar.ProgressBar(total=100.0, completed=0, width=None, pulse=False,
                                     style='bar.back', complete_style='bar.complete',
                                     finished_style='bar.finished', pulse_style='bar.pulse',
                                     animation_time=None)
```

Renders a (progress) bar. Used by rich.progress.

Parameters

- **total** (*float*, *optional*) – Number of steps in the bar. Defaults to 100. Set to None to render a pulsing animation.
- **completed** (*float*, *optional*) – Number of steps completed. Defaults to 0.
- **width** (*int*, *optional*) – Width of the bar, or None for maximum width. Defaults to None.
- **pulse** (*bool*, *optional*) – Enable pulse effect. Defaults to False. Will pulse if a None total was passed.
- **style** (*StyleType*, *optional*) – Style for the bar background. Defaults to “bar.back”.
- **complete_style** (*StyleType*, *optional*) – Style for the completed bar. Defaults to “bar.complete”.