property finished: bool

    Check if the task has finished.

finished_speed: float | None = None

    The last speed for a finished task.

        Type

            Optional[float]

finished_time: float | None = None

    Time task was finished.

        Type

            float

get_time()

    float: Get the current time, in seconds.

        Return type

            float

id: TaskID

    Task ID associated with this task (used in Progress methods).

property percentage: float

    Get progress of task as a percentage. If a None total was set, returns 0

        Type

            float

property remaining: float | None

    Get the number of steps remaining, if a non-None total was set.

        Type

            Optional[float]

property speed: float | None

    Get the estimated speed in steps per second.

        Type

            Optional[float]

start_time: float | None = None

    Time this task was started, or None if not started.

        Type

            Optional[float]

property started: bool

    Check if the task as started.

        Type

            bool

stop_time: float | None = None

    Time this task was stopped, or None if not stopped.

        Type

            Optional[float]