

- **table\_column** (*Optional[Column]*)

**render**(*task*)

Calculate common unit for completed and total.

**Parameters****task** ([Task](#))**Return type**[Text](#)**class rich.progress.FileSizeColumn(*table\_column=None*)**

Renders completed filesize.

**Parameters****table\_column** (*Optional[Column]*)**render**(*task*)

Show data completed.

**Parameters****task** ([Task](#))**Return type**[Text](#)**class rich.progress.MofNCompleteColumn(*separator='/'*, *table\_column=None*)**

Renders completed count/total, e.g. ‘10/1000’.

Best for bounded tasks with int quantities.

Space pads the completed count so that progress length does not change as task progresses past powers of 10.

**Parameters**

- **separator** ([str](#), *optional*) – Text to separate completed and total values. Defaults to “/”.
- **table\_column** (*Optional[Column]*)

**render**(*task*)

Show completed/total.

**Parameters****task** ([Task](#))**Return type**[Text](#)**class rich.progress.Progress(\**columns*, *console=None*, *auto\_refresh=True*, *refresh\_per\_second=10*, *speed\_estimate\_period=30.0*, *transient=False*, *redirect\_stdout=True*, *redirect\_stderr=True*, *get\_time=None*, *disable=False*, *expand=False*)**

Renders an auto-updating progress bar(s).

**Parameters**

- **console** ([Console](#), *optional*) – Optional Console instance. Defaults to an internal Console instance writing to stdout.
- **auto\_refresh** ([bool](#), *optional*) – Enable auto refresh. If disabled, you will need to call *refresh()*.
- **refresh\_per\_second** (*Optional[float]*, *optional*) – Number of times per second to refresh the progress information or None to use default (10). Defaults to None.