render(*task*)

Show time remaining.

Parameters
task (Task)

Return type
Text

class rich.progress.**TotalFileSizeColumn**(*table_column=None*)

Renders total filesize.

Parameters
table_column (*Optional[Column]*)

render(*task*)

Show data completed.

Parameters
task (Task)

Return type
Text

class rich.progress.**TransferSpeedColumn**(*table_column=None*)

Renders human readable transfer speed.

Parameters
table_column (*Optional[Column]*)

render(*task*)

Show data transfer speed.

Parameters
task (Task)

Return type
Text

rich.progress.**open**(*file: str | PathLike[str] | bytes, mode: Literal['rt', 'r'], buffering: int = -1, encoding: str | None = None, errors: str | None = None, newline: str | None = None, *, total: int | None = None, description: str = 'Reading...', auto_refresh: bool = True, console: Console | None = None, transient: bool = False, get_time: Callable[[], float] | None = None, refresh_per_second: float = 10, style: StyleType = 'bar.back', complete_style: StyleType = 'bar.complete', finished_style: StyleType = 'bar.finished', pulse_style: StyleType = 'bar.pulse', disable: bool = False*) → ContextManager[TextIO]

rich.progress.**open**(*file: str | PathLike[str] | bytes, mode: Literal['rb'], buffering: int = -1, encoding: str | None = None, errors: str | None = None, newline: str | None = None, *, total: int | None = None, description: str = 'Reading...', auto_refresh: bool = True, console: Console | None = None, transient: bool = False, get_time: Callable[[], float] | None = None, refresh_per_second: float = 10, style: StyleType = 'bar.back', complete_style: StyleType = 'bar.complete', finished_style: StyleType = 'bar.finished', pulse_style: StyleType = 'bar.pulse', disable: bool = False*) → ContextManager[BinaryIO]

Read bytes from a file while tracking progress.

Parameters

- **path** (*Union[str, PathLike[str], BinaryIO]*) – The path to the file to read, or a file-like object in binary mode.