

Returns

Text object containing the task speed.

Return type

Text

```
class rich.progress.TextColumn(text_format, style='none', justify='left', markup=True, highlighter=None,
                               table_column=None)
```

A column containing text.

Parameters

- **text_format** (*str*)
- **style** (*StyleType*)
- **justify** (*JustifyMethod*)
- **markup** (*bool*)
- **highlighter** (*Optional[Highlighter]*)
- **table_column** (*Optional[Column]*)

render(*task*)

Should return a renderable object.

Parameters

task (*Task*)

Return type

Text

```
class rich.progress.TimeElapsedColumn(table_column=None)
```

Renders time elapsed.

Parameters

table_column (*Optional[Column]*)

render(*task*)

Show time elapsed.

Parameters

task (*Task*)

Return type

Text

```
class rich.progress.TimeRemainingColumn(compact=False, elapsed_when_finished=False,
                                         table_column=None)
```

Renders estimated time remaining.

Parameters

- **compact** (*bool, optional*) – Render MM:SS when time remaining is less than an hour. Defaults to False.
- **elapsed_when_finished** (*bool, optional*) – Render time elapsed when the task is finished. Defaults to False.
- **table_column** (*Optional[Column]*)