

- **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.